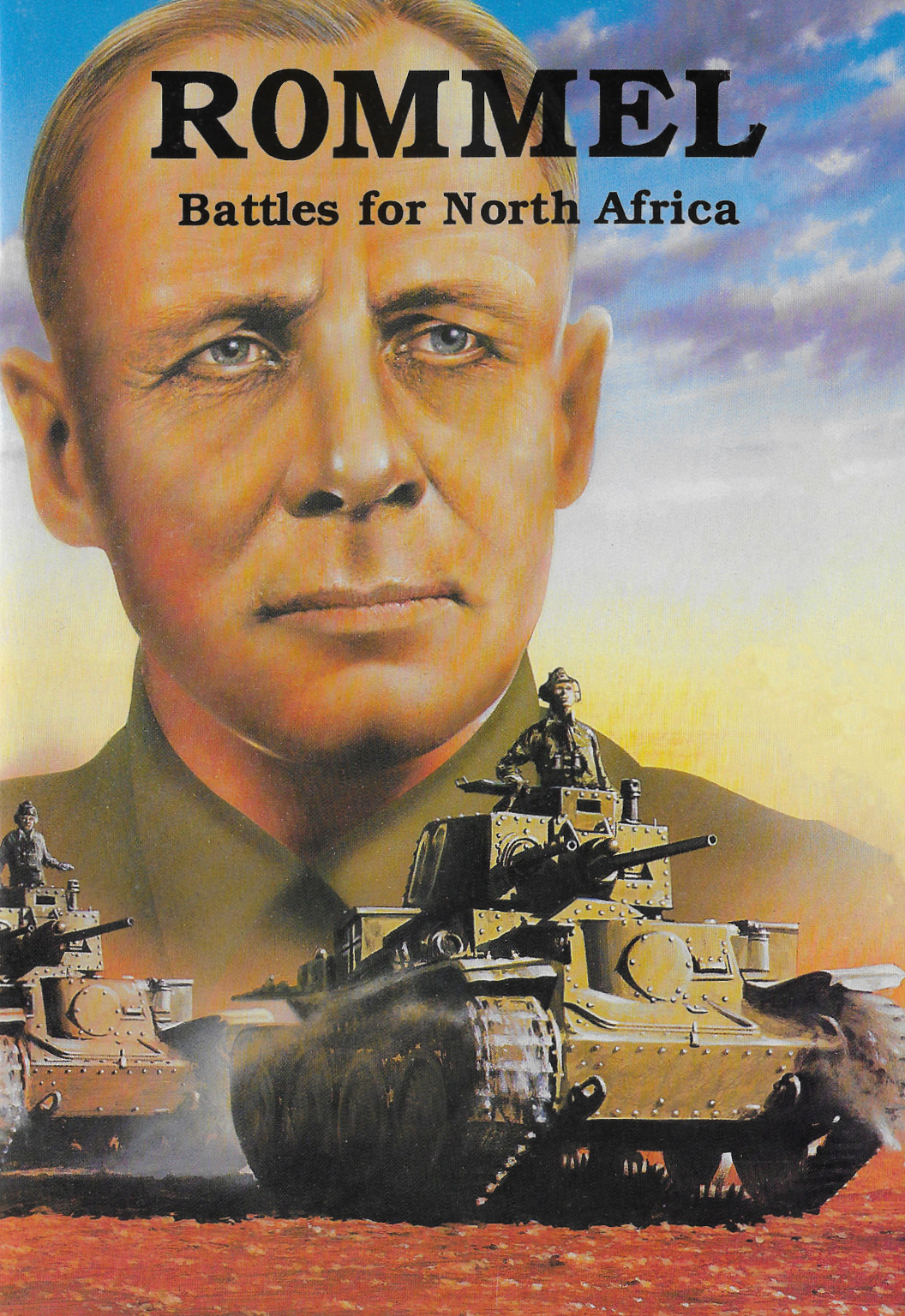


ROMMEL

Battles for North Africa



ROMMEL

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PART ONE

THE GAME ROUTINES

1. INTRODUCTION

Rommel is a battle history of the conflict that swept the North African Desert. It uses the continually evolving **Battlefront Game System** to recreate a selection of exciting scenarios from the Desert Campaign. Each scenario is accompanied by a historical article and players notes. **Rommel** makes excellent use of SSG's wargame construction set **WARPLAN™** and the revolutionary icon editor **WARPAINT™**.

Part One of this manual, **The Game Routines**, contains an introductory tutorial and explains all you need to know to play the game. Part Two, **Scenario Notes**, contains extensive historical articles as well as comprehensive Player's Notes. Part Three, **The Design Routines**, explains how to use the construction and graphics kits.

Owners of **Battlefront**, **Battles in Normandy** or **Halls of Montezuma** will be able to play the game immediately. There are no changes to the command menus.

The complete package consists of an album, a map, 2 menu cards, a floppy disk, this player's manual and a strip of disk labels.

If this isn't the case, let us know about missing components, or return defective ones, and we'll replace them immediately. If you live in North America, send defective components to our US Office; if you live elsewhere, send them to our Australian Office.

Furthermore, if you have any questions relating to the play of the game, please address them to our Australian Office, regardless of where you live.

2. HOW THE GAME PLAYS

Before asking you to go through the introductory tutorial, we recommend you read this chapter.

A game of **Rommel** goes something like this.

Choose the scenario you wish to play. Experienced players may wish to vary an existing scenario or to create an entirely new one.

Select a normal or enhanced game. Enhanced games give random but powerful benefits to any computer player. Choose a handicap level for the game. Handicap levels act as a multiplier on the points accumulated by either player. Unlike Enhancement, they do *not* affect the artificial intelligence or the combat performance of the protagonists.

Choose sides; i.e. whether the game will be played between two humans, one human (either as the Axis or Allied player) or no humans. Note the <OBSERVE> mode is a very useful tool for historical analysis and for testing original scenarios. You may also edit the names of the opposing commanders at this stage.

The game is now ready to play.

Each scenario lasts for a set number of turns; up to 99. There are four turns to each day (am, noon, pm and nite) so that the maximum length of a scenario is 25 days.

The military forces at your command are battalion size units. These are your basic fighting men. They are organized into larger formations to reflect a proper military hierarchy. A regiment can have up to four component battalions. A division can have up to four component regiments as well as up to four independent battalions. These independent battalions can be temporarily attached to any of the division's regiments.

Finally, each player can have under his command up to three divisions, for a total of 60 battalions. This is the corps formation that you are commanding. There are fourteen different types of battalions ranging from standard infantry, armour and artillery types to airborne, engineer, anti-air and anti-tank, assault gun and tank destroyer.

The battlefield on which you fight is a field of hexagons up to 39 across and 28 down. The ground scale varies from scenario to scenario, ranging from 500 metres to 8 kms (0.3 to 5 miles). The scenario notes will tell you the scale used. Different types of terrain are represented by different terrain icons. Roads and cities are shown. Places of special significance are designated as objective hexes, and victory points are awarded for control of these at different times in the game.

It is your job as a Corps Commander to use this time, these forces and these conditions to capture and hold as many of your objectives as you can, to destroy as many of the enemy battalions as you can get your hands on and, of course, to prevent your opponent from doing this to you.

The player who has scored the most number of points by the end of the game is the winner.

Your interface with the game is a structured set of menus which really do become very easy to use.

These menus give you the power to manoeuvre and deploy your battalions, to send them into battle and to refit and re-organize them when necessary. Although each individual fighting unit is a battalion, battalions are grouped together to receive and carry out orders as regiments. Remember, each regiment consists of up to four battalions and can have a further four battalions attached to it. As corps commander you issue a general order to each regiment. Every battalion attached to that regiment will then execute the order.

Only one battalion can occupy a hex at the end of a turn. This does not prevent them moving through each other when executing your orders.

It is vital to realize the command separation between you and a battalion. From your lofty height in the chain of command, you have little direct control over the location of individual battalions. They will position themselves in order to best carry out your orders.

You can examine a variety of reports which will provide the information to base your decisions on.

Air strikes and naval bombardments are represented by a variable amount of support points. These can be allocated to help out any regiment.

All orders are issued before any action takes place. Combat between opposing forces is resolved and described by a short report. Other orders are then executed.

Each scenario is accompanied by a short briefing which will give you some idea of what must be accomplished in order to win.

On average you can expect a scenario of ten days length to take 90 minutes to finish in solitaire mode; a little longer if your opponent is human.

3. YOUR FIRST BATTLE

You have just stepped into the shoes of Lieutenant-General Freyberg, commander of the New Zealand forces in the Middle East. The date is 23rd March 1943. Behind you now is the humiliation inflicted upon your armies by the Germans - the debacle at Crete, the loss of Tobruk and the retreat to El Alamein.

Your 2nd New Zealand Division is ready to assault through the Tebougga Gap into Tunisia, to clear the way for the British 2nd Armored Division. If you succeed in time, your forces will cut off the remnants of the Afrika Korps retreating from the Mareth line and bring the North African Campaign to an abrupt and victorious end.

As well as this rulebook, you will need to have the game map in front of you and to have located the appropriate area for the Tebouga Gap scenario. Use the start/game menu card appropriate for your computer.

Starting Up

Start up your computer using the procedure given on the start side of the menu card. Menu A (Start Up Menu) appears to the right of the title page. As is the case with every menu in the game, you use the arrow keys to locate your choice from the menu and then type (RET) to select it.

If you select the wrong menu, don't worry. Type (ESC/f1) to go back to the previous menu.

Hit the right arrow key a few times. Now hit the left arrow key and you'll see the cursor moves in the opposite direction. Every menu works the same way.

Selecting the Tebouga Gap Scenario

Before we can start play, we have to select the Tebouga Gap scenario, tell the computer that we will control the Allied forces and decide whether we wish to use a handicap. Use either arrow key to locate the <GAME> line and type (RET) to go to Menu B (Location Select). Use an arrow key to locate the <SCENARIO> line and type (RET) to go to Menu C (Scenario Menu). Use an arrow key to locate the <TEBOUGA GAP> line and type (RET) to go to Menu E (Edit Utility). The scenario briefing screen is displayed to the left of the menu window.

Use an arrow key to locate the <EDIT> line and type (RET) to go to Menu N (Enhanced Opponent). We must now decide whether to play an enhanced computer opponent. Since we are just starting out, this probably isn't a good idea. Locate the <NORMAL> line and type (RET) to go to Menu F (Handicap Utility). Since this is only a tutorial, we will give ourselves a break. The handicaps below the <NO EFFECT> line benefit the Allies, those above benefit the Axis.

Use an arrow key to locate the <MAJOR> Allied line and type (RET) to go to Menu G (Player Select). Locate the <ALLIED> line and type (RET). The cursor has been thrown into the briefing screen and you have the opportunity to change the commanders' names. Do this if you wish, otherwise type (RET) until you get back to Menu E (Edit Utility).


















Have a last look at the briefing screen and you'll see the Allies have a major handicap advantage, the Axis forces will be run by the computer and the Allied forces will be run by human hands.

Use an arrow key to locate the <START> line and type (RET) to go to Menu H (Game Master). That's the preliminaries over with. We're just about ready to play. Turn your menu card over to the game side.

The accompanying illustrations identify the various icons which represent the battallions on the screen throughout the game.












SPECIFIC BATTALION ICONS

(VISIBLE ONLY TO CONTROLLING PLAYER)

	LEG INFANTRY		ENGINEER
	MOTORIZED INFANTRY		ANTI-AIR
	MECHANIZED INFANTRY		ANTI-TANK
	PARACHUTE		TANK DESTROYER
	HEAVY WEAPONS		ARMOUR
	CAVALRY		ASSAULT GUN
	RECONNAISSANCE		ARTILLERY
	DIVISION HQ		 DIV HQ (AX/AL)

GENERAL BATTALION ICONS

(VISIBLE TO BOTH PLAYERS)

	ALLIED INFANTRY		AXIS INFANTRY
	ALLIED ARMOUR		AXIS ARMOUR
	ALLIED ARTILLERY		AXIS ARTILLERY
	ALLIED ROUTED		AXIS ROUTED
	PARACHUTE MODE		AIR LANDING MODE
	 AMPHIBIOUS MODE		

A NOTE ON MONITORS & SOUND

If you are using a black and white monitor, type
Cntl(B) to enter monochrome mode.

If you don't wish to listen to the sound effects, type
Cntl(S) to turn them off.

Repeat the keystroke to reverse the effect.

The First Turn

Back to Menu H. A current turn briefing appears to the left of the menu window. This scenario starts on the noon turn and it is turn 2 of 11. Subsequent lines tell you the time of day and the date, the atmospheric weather and the expected weather forecast. The weather looks fine.

The <AXIS> and <RUN 5> lines in the menu have been overprinted with a solid bar to show that you cannot access them. The solid bar will disappear from the <RUN 5> line after the <ALLIES> line has been accessed. This is to guard against accidentally selecting <RUN 5> before issuing your orders. The <AXIS> line will always be overprinted during the game. The computer does not want you to see what it is doing!

Locate the <ALLIES> line and type (RET). This brings you Menu 1 (Daylight Operations). Your choices here are <ORDERS>, <REPORTS> or <RESIGN> (un-thinkable). The screen will be showing some undistinguished part of Tunisia. Below the map is a summary of your corps identity and the victory points you have accumulated to date.

Reviewing Your Forces

Before issuing orders we'll review our forces, examine the battlefield, the objectives and the enemy forces. Select the <REPORTS> line to go to Menu 4 (General Reports). This is just a branch menu. Select the <STATUS> line to go to Menu 5 (Unit Status).

The name of each of your divisions appears beside its I.D. code in the menu window. You have two divisions under your command. Select the <DIV 1> line to display the 2nd New Zealand Division. This screen displays the status of an entire division at a time. There are three brigades all of which are on the board at the start of the scenario. The B27 battalion of the 5th New Zealand Bde won't arrive until turn 3.

The status screen is quite useful and should be consulted about once a day to get an overview of the condition of your troops.

Type (ESC/f1) to return to Menu 5 and examine your other division. This is not as large, only having two brigades. None of its battalions have arrived on the map at the start of the game. Type (ESC/f1) until you return to Menu 4. Select the <OBJECTIVE> line to obtain Menu 6 (Examine Friendly Objective). The cursor will rest on the right-hand anchor of your start line, Point 184.

The text summarizes the turns for which Victory Points are received, the number of VPs per turn, and any VPs awarded for control at the end of the game. The icons show that the objective is on Hilltop terrain and is Allied controlled.

The arrow keys will cycle through all of your objective hexes. Use them now to look at all of your objectives to gain an idea of your overall requirements for winning the game. There are only four other objectives. Check this screen often as the game progresses to make sure you are on track.

Consider the display in the bottom right of the screen. The solid area is the overall map size. The smaller white box represents the location of the hexes currently on the screen. As you move the cursor to different parts of the map, the small box will move to show the relative location of the current screen against the overall map.

Type (ESC/f1) to return to Menu 4. The left of the screen tells us that our side is Night Capable (no lying down on the job for our boys). It also lists the current divisional objectives for each division if any are current. We can see that the 1st division's objective is Point 209, just forward of the frontline on the German left flank. As your second division is not yet on the map, it is not assigned an objective. It is a good idea to co-operate with these objectives so we will issue our orders accordingly.

Issuing Orders

Type (ESC/f1) to bring up Menu 2 and select the <ACTIVATE> line. This will allow access to the <ORDERS> line. Select this to bring up Menu 8. Select the <DIV1> line to bring up Menu 9 and then select <REG ORDER> to bring up Menu 13. We have three regiments to give orders to.

Select <REG1>. The flashing cursor indicates that the regiment is in the <CONTACT> state. This fact determines what sort of orders we can give. The component battalions of the regiment have been highlighted and their target is indicated by the target marker. Select the <OB> line. The arrow keys will cycle the cursor through the component battalions of the regiment. We can see that we have two battalions of veteran infantry, one elite infantry unit and a battalion of 5.5 inch guns. The 21st battalion is tired, having been used to capture Point 184 the previous afternoon. The other units are fresh. To the right of the unit description you can see what type of terrain the units are in, which is either clear or hilltop.

The <OB> line is always available from this menu. Use it to keep up with the location and condition of the battalions in each regiment as we go through them.

Type (ESC/f1) to return to Menu 14 and select the <CONTACT> line to bring up Menu 18. This is the menu with the actual orders for a regiment in the <CONTACT> state. Our contact options are <RESERVE>, <DEFEND>, <SUPPORT>, <PROBE>. The 21st battalion is a little the worse for wear and could do with some help. Select <SUPPORT> and you will be returned to Menu 17. Type (ESC/f1) to go to Menu 13. Reg 2 is in an <ENGAGED> state, that is right where the action is. Hitting RETURN brings us to Menu 18. As we are going full out, we shall select <ATTACK> to bring up Menu 19. This lists the attack options available to us.

The options are <PROBE>, <PREPARE>, <ASSAULT> and <EXPLOIT>. Select <ASSAULT> and you will be returned to Menu 14. Type (ESC/f1) to go to Menu 13.

Now select <REG 3> and go through the same procedure you performed for your second brigade to give the third brigade an assault order. Type (ESC/f1) twice to return to Menu 9, Division Orders. Select <SUPPORT> and you will see that you have 25 support points. Your <REG 2> and <REG 3> are going into the assault this

turn and should receive as much help as possible. Press the return key until the flashing cursor at the bottom right of the screen is next to <REG 2>. Type in the number 12. Press return again so that the cursor is beside <REG 3>. Type in the number 13 - bad news for the Germans. Hit (ESC/f1) to return Menu 9. We have now assigned 12 air support points to REG 2 and 13 to REG 3.

Now to assign divisional assets. Selecting <XXASSETS> will give us Menu 11. We have four divisional battalions, one cavalry reconnaissance and three artillery. All have been assigned to brigades, however the 64M battalion is attached to REG 1. As this force is not going to attack this turn, this seems a bit of a waste of resources. Highlight the 64M artillery and hit return. You can now assign this battalion to another brigade or place it in reserve. Select <REGIMENT> and then <REG 3>. This asset is now attached to REG 3. You should check your assets for each division every turn, and assign them, especially artillery, to the brigade that requires them.

The First Turn Reviewed

We have issued support orders to REG 1 of DIV 1, and assault orders to REG 2 and REG 3. We have allocated air support to our assaulting formations, switched a divisional asset to REG 3 and examined all the troops under our command. Now it is time to fight.

The Computer's Role

Type (ESC/f1) until you return to Menu H, the Master Game Menu. If you think all is ready select <RUN 5>. Combat and movement will then occur. The Germans may not attack you attack on the first turn, but you will get a combat report from each of your attacks. Hit the space bar to continue after reading each report.

After the first turn is finished you will be returned to Menu H.

The Game Plan

The fortunes of war being what they are, it is not exactly possible to tell what will have happened by now. The two Axis battalions we have attacked will have certainly either taken heavy losses or been KIA'd. In addition, your units will have closed up on the enemy and in doing so will have triggered a minefield.

As time is pressing, you must continue to <ASSAULT>. DIV 2 will commence arriving on the map on turn 3. It should probably be held back until 2nd New Zealand has cleared most of the opposition from the pass. Once 2nd Armored is let loose, use <OBJECTIVE> to get its regiments moving to El Hamma. Any opposition should be dealt with immediately, using <ASSAULT> with maximum air power.

Tactics

Some brief points to help you win the day. Your men are more powerful than the Axis forces and you have more of them. You should attack continuously, day and night with the New Zealanders to allow 2nd Armored a clear run at El Hamma. This

means constant <ASSAULT> orders and the condition of your troops on about turn 6 (see Menu 5) will reveal that this is normally not a good idea. If the Axis had a realistic chance of counterattacking, or if the scenario was any longer you probably would want to rest your troops overnight, by not issuing them any orders.

More than anything this small feature illustrates the amazing flexibility of the *Battlefront Game System*. There are no hard and fast rules as how to play each game. You must tailor your tactics to suit your objectives, the forces you have in hand and the opposition you face. What works in one situation must be re-evaluated to see if it will work when circumstances change.

4. THE TYPES OF GAME MENUS

The order menus which drive the game can be divided into four types.

(a) **Branch Menus** - These menus signpost the route to other menus [1,2,4,8,9,13,14]. Note that most of them also provide some information.

(b) **Information Menus** - These menus provide specific information on the various forces and functions in the game [5,6,7,15].

(c) **Action Menus** - These menus are the centre of the game system. All of the orders used in the game are given through them [10,11,12,16,17,18,19].

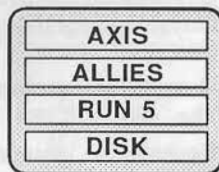
(d) **Single Function Menus** - [3].

5. THE GAME MENUS DESCRIBED

Menu H (Game Master)

This screen always appears at the beginning of each turn. It is common to both players. It is the first screen you will see after completing the scenario selection details and selecting <START>.

You are told the turn number, the time of day and date, the atmospheric weather for this turn and the weather forecast.



In a two (human) player game you will be able to select either <AXIS> or <ALLIED>. In a one (human) player game a solid bar will be overprinted across the nationality controlled by the computer. The arrow keys will not access a line overprinted with a solid bar.

<RUN 5> is the key which activates the turn. Do not select it until all players have issued their orders. In daylight turns, the <RUN 5> line will be overprinted with a solid bar until all players have accessed at least Menu 1. In night turns, there is no

insurance on the <RUN 5> line since it is usual (and advisable) to let your men get some sleep.

The <DISK> line can be accessed at any time and is the means by which the 'save game' routines are utilized. Please see Menu 3 (Save Game Utility) for full details of these routines.

Menu 1 (Daylight Operations)

This is a branch menu. The information which appears to the left of the menu window displays your nationality, parent unit formation, the commander's name and the number of victory points accumulated by your side to date.

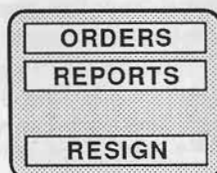
You should decide whether you want to look at the available information before giving your orders.

If you select <REPORTS> you will be given access to four categories of information. Menus 5-7 will give you all the details.

If you select <ORDERS> you will be given access to the decision making (or action) menus of the game. Menus 8-19 will give you all the details.

We recommend that you make use of the <REPORTS> menu every turn and then issue your orders. A list of the things you should keep an eye on is included in the description of each report menu.

The <RESIGN> option is for use when, for whatever reason, there is no point in continuing the game. The game will stop and the end of game screen will be printed. You will be prompted to avoid accidental resignations.



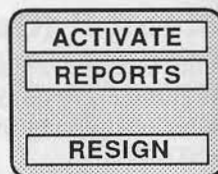
Menu 2 (Night Operations)

This menu appears in place of Menu 1 (Daylight Operations) on night turns. You will recall from Chapter 3 (How the Game Plays) that each day is divided into 4 turns; am, noon, pm and nite.

In most circumstances you will want to rest your men at night. The <REPORTS> line is available for selection as usual.

However, to issue orders you will first have to select <ACTIVATE>, which will then display the <ORDERS> line. This additional step has been included as a precaution against accidentally committing your forces at night.

All men on both sides will normally sleep at night unless specifically given an order. You may carry out all actions up to actually issuing an order without waking them up. Orders issued through Menus 16-18 will activate the regiment for the night. This is the only irreversible decision you can make except, of course, selecting <RUN 5>. You should not attack at night unless you have very good reasons. See Section 9 (Tactics).



Menu 3 (Save Game Utility)

This is a single function menu which allows you to load or save a game or to format a save game disk. Use the arrow keys to locate the <DISK> line on Menu H and type (RET). This brings up the save game utility screen which has three options, <LOAD>, <SAVE> and <FORMAT>.

To save a game, locate <SAVE> with the arrow keys and type (RET). If you have only one disk drive you will be asked to insert the appropriate disk and type (RET). You will then see a list of the games on the disk in the large catalog box at the top of the screen. Use the arrow keys to move the highlighted bar to the location in which you wish to save the game, and type (RET). The menu window now displays the <COMMENT> and <SAVE GAME> lines. Choosing <COMMENT> allows you to edit the boxes containing the name of the game and a three line synopsis, which are in the middle of the screen. When you are ready, locate the <SAVE GAME> line and type (RET).

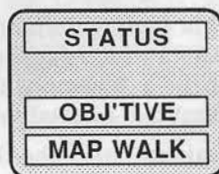
The game will be saved to the highlighted location with whatever name you have chosen for it. Note that the catalog box displays the turn on which the game was saved. This is done automatically. Hitting the (ESC/f1) key will now return you to the game. One drive users will be prompted for the appropriate disk.

To load a game choose <LOAD>. One drive users will be asked for their scenario or save game disk. Use the arrow keys to move the highlighted bar to the desired game location and type (RET). The chosen game will be loaded. Hitting (ESC/f1) will now return you to the game.

To format a new save game disk choose <FORMAT>. A warning message will appear and you will be asked to insert the disk to be formatted. Hitting (RET) will completely erase any information that was on the disk and provide eight unused save game locations. Please exercise some care in choosing this option.

Menu 4 (General Reports)

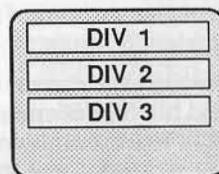
This is a branch menu that directs you to each of the three report menus. Use the arrow keys to select the required report and then type (RET).



Menu 5 (Unit Status)

This is an information menu. Use the arrow keys to locate a particular friendly division (or formation) and type (RET). The map is replaced with a full screen text display of the current state of the chosen division.

At the top of the screen are the displays for the division assets. The remaining battalions in the division are grouped by regiment. The regimental I.D. appears inside a box on the left



of the screen together with its combat state and supply state. Both of these concepts are explained in detail in subsequent menus.

The value of this information is that it will give you a concise summary of the condition of every battalion in a division on a single screen. It complements the information available on the <OB> lines of Menus 16-18.

Menu 6 (Examine Objectives)

This is an information menu. Use the arrow keys to cycle through each friendly objective. Alternatively, you can type the name of a particular objective which you want to examine. A box will appear in the bottom left of the screen containing the name as you type it. When you have typed enough letters for the computer to distinguish a unique name, the cursor will move to that objective and information on it will be displayed.

The middle section of the display shows the terrain type on the first line and the objective name on the third. The second line shows the terrain, control (Axis/Allied), and fort icons.

There is a schematic display of the map in the lower right which indicates the map size and the current location of the cursor in relation to the full map.

Knowing where your objectives are and their relative value to you in victory points will make it much easier for you to deploy your forces. Whenever possible, secure every objective within reach and be prepared to defend them for as long as possible.

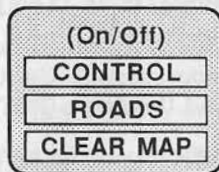
Frequent checking of this menu will ensure, for example, that you don't defend a particular objective too long (i.e. past the expiry point for earning VPs). It will also keep you aware of when an objective needs to be secured in time to get the most VPs from it.

Menu 7 (Examine Map/Units)

This is an information menu. You are given control of the cursor which may be moved at will around the map by the use of the 1-6 keys or the I,J,K,M keys. Friendly objectives are identified as flashing target symbols.

You can (and should) use this menu to get information on enemy units. It is also useful for examining terrain, especially in active portions of the map, and as another source of information on the condition of friendly units.

Position the cursor over an enemy unit. In the lower left of the screen you will be told the type of enemy unit identified (either infantry, armour, artillery or divisional HQ), whether it is contacted or not and, if contacted, an indication of the size of the enemy unit. Type (0) to centre the screen on the cursor. In the lower centre of the screen you will be told the type of terrain occupied by the enemy unit, and shown



the icons for terrain, control, city or mine, and forts. If the hex is an objective its name will appear below the icons.

You may also position the cursor over a friendly unit. The information presented on the unit is in exactly the same format as the information available to you when you select Menu 15 (Examine Friendly Units). Please see that menu for full details.

If you position the cursor over an objective hex unoccupied by any units, you will get the same information on the objective as you received in Menu 6 (Examine Friendly Objective). Please see that menu for full details.

There is a schematic display of the map in the lower right which indicates the map size and the current location of the cursor in relation to the full map.

Typing (RET) brings up a menu in the bottom right of the screen. There are three options which may be toggled on or off. <CONTROL> replaces all visible terrain icons with either the Axis or Allied control icon as appropriate. Hexes containing units do not display a control icon; in almost every case a hex occupied by a unit will be controlled by that unit. Fortifications and minefields may take some time to clear. When an enemy fort or minefield has been cleared the fort or mine symbol will disappear.

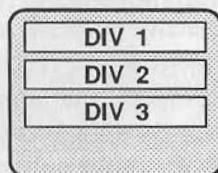
<ROADS> shows all roads and forts on the map not covered by a unit icon.

<CLEAR MAP> removes all unit icons from the map. These effects are cumulative. For instance, if <CLEAR MAP> is selected, all unit icons are removed. If <CONTROL> is then chosen, all hexes will be replaced with a control marker, since there are no unit icons showing.

Menu 8 (Division Select)

This is primarily a branch menu for the selection of your divisions. To the left of the menu, the time of day and date are displayed. Underneath is a description of each of the divisions in your order of battle on the line corresponding to the division number in the menu.

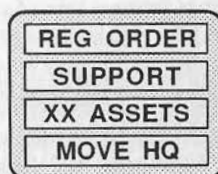
Use the arrow keys to locate a particular division and then type (RET) to select it. Note that divisions not in the game will be overprinted with a solid bar and not accessible to the arrow keys.



Menu 9 (Division Order)

This is primarily a branch menu for the selection of divisional orders. To the left of the menu, a description of the division is provided.

You are told the name and type of the division, the quality of its leadership, administration and supply (poor, fair, good or excell't) and a percentage estimate of total losses suffered to



date. Divisional leadership is important in combat. It remains fixed throughout the game.

Divisional administration is important in regimental resupply, obtaining replacements and ease of movement. It remains fixed throughout the game, unlike regimental administration which fluctuates with the course of the battle.

Divisional supply is the major determiner of regimental resupply. It remains fixed throughout the game, unlike regimental supply which fluctuates with the course of the battle.

Use the arrow keys to locate a particular divisional order from the menu and then type (RET) to select it. Note that divisional orders which are currently not available for selection will be overprinted with a solid bar and not accessible to the arrow keys.

Menu 10 (Move XX HQ)

This is an action menu. The cursor is centred over the divisional headquarters. Friendly objectives are indicated by flashing target symbols.

Use the 1-6 keys or the I,J,K,M keys to select the location you wish the HQ to move to and then type (RET). If this location is illegal (i.e. the computer can't get there), the error beep will sound and the cursor will return to the Divisional HQ. If the HQ has no movement points a message 'No Movement' will appear in the bottom left of the screen and the error beep will sound. Otherwise, you will be returned to Menu 10 and the word <moving> will appear next to the supply rating.

In subsequent movement phases, the HQ will move as best it can toward its objective. Once it reaches its destination, it will move no further until given a fresh order.

In any subsequent turn, a new objective can be assigned to a divisional HQ. The old objective is voided and the HQ will try to move to the new destination.

A divisional HQ has an important role in the game. It is the source of supply for its regiments, the administrative centre determining how efficiently supplies and replacements are delivered and a major factor in the ease of troop movement.

These are the only units in the game over which the player has direct control; i.e. which can be directed to a specific hex. When deciding where to place a divisional HQ, keep the following points in mind.

Units given reserve orders (either regiments or battalion assets) will head for their divisional HQ and deploy once they get within three hexes of it. Regimental HQs must trace a line of supply (LOS) to their divisional HQ each turn to receive supplies and/or replacements. We recommend you keep your divisional HQs about 6-10 hexes away from enemy units and directly to the rear of friendly units. Once you've had a bit of experience with their placement, you can try something more adventurous.

A divisional HQ functions more efficiently if it is not moved. As far as possible,

endeavour to keep to a minimum the number of times you must move it. Don't forget your divisional HQs! They never move of their own volition unless they are on the edge of the map or within two hexes of an enemy battalion. You must place them where you want them. It is easy to overlook them in the heat of battle. There is nothing worse than finding your divisional HQ in the front line and realizing too late that all those troops you thought were refitting in the rear have been caught with their proverbial pants down.

It is especially important to keep an eye on your divisional HQs when you are expecting them as reinforcements. No matter what mode they arrive in they should be put somewhere safe and useful immediately. If your regiments have no LOS you should check the location of the divisional HQ.

Menu 11 (Assign Assets)

This is an action menu. Use the arrow keys to locate a particular divisional asset. If the asset is currently attached to a regiment, all battalions in that regiment will be highlighted with their specific battalion icon.

In the lower centre of the screen, the identity and current attachment of each asset is displayed.

In the lower left of the screen, the current state of the battalion is displayed. You are told the battalion I.D., unit type (INFantry, ARMour or ARTillery), equipment used (e.g. 50mm AT), fatigue condition (exh'd, tired, fit, fresh), experience (green, trained, veteran, elite), and percentage casualties to date.

Once you have located the chosen asset, type (RET) to select it. The battalion may be either assigned to a regiment or placed into reserve. Use the arrow keys to select between <RESERVE> and <REGIMENT>. If you select <REGIMENT>, you are then asked which one. Use the arrow keys and (RET) to make your decision.

Divisional assets should be allocated to the regiment/s which need them the most. In general, this will be regiments with attack orders or those in tight situations. Each division can have up to four battalion assets. Note that the assets of one division are not transferable to another division. The type of battalion asset is important when deciding assignments. For example, assault guns, assault engineers and artillery are very useful in attack while anti-tank guns, tank destroyers and the ubiquitous artillery will be of use in defense.

Keep a careful eye on the condition of your battalion assets. Place them into reserve when they become ineffective; i.e. their losses exceed 50% and/or they are exhausted. Battalion assets assume the supply state of whatever regiment they are attached to.

Battalion assets placed in reserve will head for their divisional headquarters and deploy once they are within three hexes of it. The assignment of battalion assets does not become irreversible until <RUN 5> is selected. Until that point, you may return to this menu and reassign any or all of the battalion assets.

Menu 12 (Allocate Off-Board Support)

This is an action menu. The information to the left of the screen tells you the time of day, the date, the current air power situation (i.e. which player controls the air and to what degree), the number of off-board support points (OBS) which may be allocated and the number still to be allocated this turn.

Use the arrow keys to locate a particular regiment and then enter the number of support points you wish to allocate to that regiment. You can cancel an entry by hitting the space bar or by going back to the regiment and re-entering a new number. You will not be allowed to allocate more support points than you have available nor will you be able to access regiments not yet active.

In general, regiments with attack orders (especially assault) should get the most support. Regiments in tough/desperate defensive situations also need all the help they can get. However, support points are most effective when assaulting or exploiting, and less effective in all other situations.

Correctly proportioning support to your regiments will have a major effect on the outcome of most battles. Be careful not to forget that you have up to three divisions; don't allocate all your support points to just one of them without good reason.

As with *all* the menus in this game, the decisions made here do not become final until you go back to Menu H and select <RUN 5>. Up until that point, you can come back to this menu (or any other for that matter) and re-allocate the support points as many times as you wish.

Menu 13 (Regiment Order)

This is a branch menu. Use the arrow keys to locate a particular regiment and then type (RET) to select it. Regiments not in play (either not present or future reinforcements) will be overprinted with a solid bar and not accessible by the arrow keys.

REG 1
REG 2
REG 3
REG 4

The divisional I.D. is displayed in the lower left of the screen.

Each regiment's I.D. and current order appear in the lower centre of the screen on the line corresponding to their position in the menu.

Menu 14 (Regiment Action)

This is a branch menu. The information displayed to the left of the menu tells you the division and regiment I.D., the type of regiment, regimental leadership, administration and supply state (poor, fair, good, excel't), percentage losses to date and the brittleness level if one has been set.

The regimental headquarters is attached to a single battalion from the regiment, usually the one farthest from enemy units.

ENGAGED
CONTACT
READY
O B

Throughout the game, the location of the regimental HQ will shift from battalion to battalion in response to the ebb and flow of battle. There is nothing the player can do to affect the location of the regimental HQ. They cannot be destroyed until the last battalion from the regiment is destroyed. Note that the regimental HQ can be located with a battalion asset assigned to a regiment.

At every stage of the game, an active regiment (i.e. one with at least one battalion on the map) will be in one of three states. These are <READY>, <CONTACT> and <ENGAGED>. The computer determines which state the regiment is currently in. The current state of a regiment determines which actions it may perform.

A regiment in an <ENGAGED> state is more or less *toe to toe* with the enemy. As a useful rule of thumb, a regiment will count as engaged whenever two or more of its battalions are within two hexes of the same enemy unit.

A regiment in a <CONTACT> state is in proximity to enemy units. At least one battalion is within two hexes of an enemy unit.

The enemy unit responsible for triggering an <ENGAGED> or <CONTACT> state is identified by the target icon.

A divisional asset cannot trigger the <ENGAGED> or <CONTACT> state unless there are no non-artillery battalions native to the regiment left.

In other circumstances, a regiment is in a <READY> state.

Thus, only one of the three regimental actions is available to the player. The other two are overprinted with a solid bar and are not accessible to the arrow keys.

A regiment will keep the same action from turn to turn unless you step in and issue new orders provided the combat state does not change. If the combat state does change (e.g. from <READY> to <CONTACT>), then the default actions for each of the three states are <READY> (deploy), <CONTACT> (defend) and <ENGAGED> (defend). In this circumstance, the computer will select the default action for you if you don't issue an order yourself.

The <O B> line is always selectable. It stands for 'Order of Battle' and is used to get a detailed breakdown of the condition of each battalion in the regiment, including those assigned from the divisional reserve.

Use the arrow keys to locate the available regimental action line or the <O B> line and type (RET) to select it.

Menu 15 (Detailed O B)

This is an information menu. Use the arrow to cycle through each battalion. All of the battalions in the regiment are identified by their specific unit icons. Assets attached to the regiment from the divisional reserve are also included.

The information presented here is identical to that obtained for friendly units under the map walk routines.

EXAMINE
FRIENDLY
UNITS

It is a good idea to have a careful look through your OBs on the first turn and at regular intervals throughout the game. Once a regiment's average casualties start to mount, you must plan to have it relieved before a real disaster can occur.

Never forget that the worst casualty rates occur when your men are worn out, hungry and have already sustained substantial losses.

Menu 16 (Ready Action)

This is an action menu. Use the arrow keys to locate the action of your choice and then type (RET). There are four actions which may be made by a regiment in a <READY> state.



(a). Reserve. A regiment given reserve orders will attempt to move its battalions behind its divisional HQ and deploy them there. A battalion with a deploy instruction will seek out the best defensive terrain in the immediate vicinity.

A regiment in reserve is more likely to recover fatigue, receive replacements, be resupplied and to re-establish its administrative routine than a regiment in any other state. This refitting procedure will be much enhanced when the component battalions of the regiment are more than two hexes from enemy units.

The reserve state is an inefficient formation for fighting so you have to be careful when issuing this order. It is always a bit tricky to rescue a regiment from a tight combat situation. Please see the notes on the <RESERVE> action under Menus 17 (Contact Action) and 18 (Engaged Action).

Selecting a <RESERVE> state under the <READY> menu is usually pretty safe. Just make sure your divisional HQ is out of harm's way and 6-10 hexes clear of enemy units.

(b). Obj'tive. Use the arrow keys to locate the friendly objective of your choice and then type (RET) to select it. As each objective is located, information describing it appears to the left of the menu. Please see the notes under Menu 6 (Examine Objectives) for full details.

Once an objective is chosen, the component battalions of the regiment (including any battalions assigned from the divisional reserve) will move towards it; generally selecting the quickest route. This action is the principal means of manoeuvre for uncommitted regiments. Use it to get your men into position to engage the enemy.

(c). Enemy II. Use the arrow keys to locate the enemy battalion of your choice and then type (RET) to select it. As each enemy battalion is located, information describing it appears to the left of the menu. Please see the notes under Menu 7 (Examine Map/Units) for full details. Only those enemy battalions within 8 hexes of the friendly regimental HQ battalion can be selected by this action.

Once an enemy battalion is chosen, the component battalions of the regiment (including any battalions assigned from the divisional reserve) will move towards it,

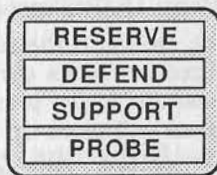
following the most direct route. You use this action to send your battalions into battle!

(d). Deploy. This action is chosen in those circumstances where there are no enemy units nearby but nevertheless you wish the regiment to remain in place, presumably to counter a future threat. Individual battalions will seek out the best defensive locations in the immediate vicinity within supporting distance of each other and await your further instructions.

Remember that <DEPLOY> is the default action for the <READY> state. This means that a regiment given a <RESERVE> order while in the <CONTACT> state will revert to a <DEPLOY> order if its state changes to <READY>. You should check on the orders of battalions given <RESERVE> orders if you wish them to remain in reserve. See Menu 14 (Regiment Action) for full details.

Menu 17 (Contact Action)

This is an action menu. Use the arrow keys to locate the action of your choice and then type (RET). There are four actions which may be made by a regiment in a <CONTACT> state.



(a). Reserve. This action has the same effect as it does in the preceding menu (and the following one for that matter). You just have to be more careful when using it as enemy units will be much closer to you.

If at all possible, commit a fresh regiment to the front before withdrawing a worn out one. Sometimes this is not possible and you'll just have to hope that your men can outrun their pursuers. Remember the enemy will be operating in hostile territory while you will (hopefully) be in friendly territory.

(b). Defend. This action is basically self-explanatory. Battalions within two hexes of enemy units dig in *in situ* while others in the regiment deploy to the best defensive terrain in their immediate vicinity. It is the safest formation and when in danger (or in doubt), select it. Remember that <DEFEND> is the default action for the <CONTACT> state. See Menu 15 (Regiment Action) for full details.

(c). Support. This action is a more vigorous type of defense. Battalions within two hexes of enemy units will dig in as they do with the <DEFEND> action; however, all other battalions from the regiment (including those attached from the divisional reserve) will move up to support the contacted battalion/s. This action is chosen either to stiffen the defense of a particular sector or to assemble the regiment's components in preparation for a planned future offensive. Don't select it when you're heavily outnumbered and short of reinforcements/reserves. If you don't want anybody to move, use <DEFEND>.

(d). Probe. This is the most aggressive response you can make while in the <CONTACT> state. Rather than dig in, those battalions within two hexes of enemy units immediately launch a limited attack while the other battalions from the

regiment move up into supporting positions in the expectation of contributing to the battle in the next turn.

This action should not be taken unless you have considerable superiority and a pressing need for some decisive achievement or for concentration of your own men.

Menu 18 (Engaged Action)

This is an action menu. Use the arrow keys to locate the action of your choice and then type (RET). There are four actions which may be made by a regiment in an <ENGAGED> state.

(a) **Reserve.** Please refer to the notes in the two previous menus.

(b). **Defend.** Please refer to the notes in the previous menu.

Remember that <DEFEND> is the default action for the <ENGAGED> state. See Menu 15 (Regiment Action) for full details.

(c). **Delay.** If the regiment is subjected to a major attack, it will withdraw in the direction of its divisional HQ. This action will minimize losses from full scale assaults at the price of conceding ground. Uncontacted battalions from that regiment will move up to support the engaged battalion/s.

(d). **Attack.** This action is not an operative command in itself. It directs you to a subsidiary menu wherein you choose the type of attack you wish to launch. When it comes time to get the job done, you'll have to hit this key!



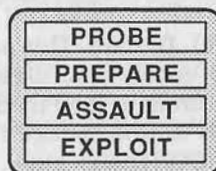
Menu 19 (Attack Action)

This is the ultimate action menu. The decisions you make here will be vital in determining the outcome of the battle. The type of attack you should choose will depend on the current circumstances. The single most important thing to remember is that the <ASSAULT> action is not automatically the most effective way of destroying your opponent!

Use the arrow keys to locate the action of your choice and then type (RET). There are four actions which may be made by a regiment in an <ATTACK> state.

(a). **Probe.** This is a conservative and exploratory type of attack. It reduces your losses to the minimum while giving you a good idea of your opponent's strength. You won't do much damage to the enemy. Should you experience a simultaneous attack from your opponent, you will be in the best condition (given that you are attacking) to receive it. It has the same effect as a <PROBE> under Menu 17.

(b). **Prepare.** To all intents and purposes, this appears to be another <PROBE> attack. However, it is simply a diversion while the regiment prepares to launch a full scale assault. You will inflict the same level of damage on the enemy as you would with a <PROBE> attack but you are much more vulnerable to a counter-attack.



Regiments attacked while executing a <PREPARE> order can get quite badly chewed up.

The value of this order is that it makes a subsequent assault very much more effective. You really must use prepared assaults against tough enemy opposition. A <PREPARE> done on the pm turn may be effective (i.e. assist an <ASSAULT>) on the following am turn, but this is not certain. A <PREPARE> has no bonus for an <EXPLOIT>.

(c). Assault. These are full scale attacks using every component of the regiment which is in a condition to participate. They can result in horrendous losses for both sides. Make sure you allocate as much off-board support and as many divisional assets as you can spare. Every little bit helps!

(d). Exploit. This type of attack should be launched against a weak enemy position. It gives the attacker the greatest opportunity to advance after the fighting. It will only be truly effective if your opponent is KIA'd or routed. Do not use it against a tough enemy position; your losses could well reach unacceptable levels.

6. THE COMBAT ROUTINES

There are two types of combat in *Rommel*. For convenience, they are referred to as *regimental combat* and *minor combat*.

The effective combat radius of all units is 2 hexes, regardless of type. Certain ranged units can be effective up to 15 hexes from their target. It is quite important to remember that the exact positions of the opposing battalions matter only insofar as battalions must be within 2 hexes or within range of an enemy unit to fight.

A battalion under attack can receive support from friendly battalions within 2 hexes (or range) of itself. Battalions with the same regimental I.D. are much more likely to provide support. Try to keep your regiments as concentrated as possible.

As a result of combat, battalions will lose strength points and become fatigued. They may even rout if the battle goes too badly against them. Rout is a general term used here to cover a number of different states. Essentially it means units unable to undertake organised activities within the normal military framework. For any given combat state, the higher the experience of a unit the less likely it is to rout, and the quicker it is to recover. Elite troops are very hard to shift and reorganise very quickly.

Routing battalions are readily identified on the screen by their distinctive icons. The supply, and to a lesser extent the admin, values of the regimental HQ are reduced in proportion to the intensity of the battle.

In addition each side may have a *brittleness* level set when the scenario was created. If a formation has been flagged as brittle and its losses are greater than or equal to the brittleness level then its supply and admin values will be zeroed and the units

themselves will suffer attrition. This is to simulate the total loss of higher organization, even though the men may still be in the field. Naturally units in this condition are more likely to rout.

Even if a brittleness level is set, not every formation need be brittle. A brittle formation will have the brittleness level indicated to the right of the leadership factor in Menu 14. If the casualty level below it equals or exceeds the brittleness factor you are in trouble. A brittle division affects divisional supply and admin and any divisional assets. A brittle regiment affects regimental supply and admin and all component battalions.

Whenever a regiment executes an attack order you will receive a report providing you with the details. Losses will be specified as Light, Medium or Heavy. This represents the strength point loss as a proportion of current strength and is thus a relative measurement. Attackers losses are calculated on the total strength of all attackers.

The combat report also shows the orders for attacker and defender and if OBS is allocated it is described as Light, Medium or Heavy (LGT, MED, HVY). The order descriptions are more precise for one or zero player games.

Fatigue losses are not shown in the combat report but you should check on them through the various status reports. You must hit the space bar to proceed.

In addition to the regimental battles displayed in the combat reports referred to above, all other opposing units adjacent to each other are subject to the *minor combat routine*. The results of this routine are not displayed on the screen. Battalions may suffer fatigue and/or strength point losses as a result of minor combat. Minor combat ignores the presence of OBS points.

The higher the experience level of a battalion, the more damage it can cause and the less it takes from minor combat. Adverse factors for minor combat are lack of supply, high fatigue and high numbers of adjacent enemy units. Only routed units can actually be KIA'd in minor combat.

Minor combat does not occur at night, unless a side been flagged as *night capable*. Night capable battalions meeting the normal minor combat conditions will conduct minor combat at night. This simulates aggressive night patrolling and combat. In all other respects they are identical to normal battalions. Night capable battalions still suffer the normal penalties if they commit a regimental attack at night.

Night capability is indicated under the reports menu.

Mines and Forts

Mines and forts in *Rommel* affect both movement and combat. A battalion moving onto an enemy minefield or fort cannot move any further that turn. Minefields and forts are automatically cleared at the end of turn, unless the battalion conducts or is the target of a regimental attack, in which case it has a 50% chance of clearing the minefield. Even if a fort or minefield is cleared in one turn, the unit's movement

allowance for the next turn is zeroed. A unit on an uncleared mine or fort hex blocks movement through that hex. An enemy fort or minefield will not be removed unless it is cleared by a friendly unit. Until it is cleared, an enemy fort or minefield hex will remain enemy controlled.

Minefields (but not forts) cause losses in strength and fatigue, and will continue to cause these losses until cleared. In any turn, a unit on an enemy fort or minefield is also very vulnerable to minor combat, and incapable of inflicting minor combat losses on the enemy.

Friendly minefields have no effect. Friendly forts use the movement and combat effects defined for them in the construction kit. In a regimental attack on a fort, any engineer battalions (only), treat the terrain as being combat effectiveness (7) i.e. the easiest terrain for combat.

Routed units cannot clear minefields nor do they suffer any extra penalties for being in a minefield. Any enemy minefield or fort hexes occupied but not cleared are automatically cleared at the end of the game. This means you will receive victory points for those hexes.

These routines mean undefended minefields or forts slow movement without doing much damage. Defended minefields, or worse still, minefields with defended forts behind them can cause a lot of grief.

Special Units

These are units showing the the parachute, glider or landing craft icon. While showing this icon parachute or glider units are especially vulnerable to minor combat. They only show the icon on the first turn that they land. Landing craft will suffer special attrition if there was space for them to land at the beginning of the turn and there was an enemy unit within two hexes. If there was no space they are deemed to be keeping a prudent distance offshore until such a space arises.

7. THE MOVEMENT ROUTINES

Once the last combat report has been displayed, the movement routines are activated. The computer determines in which order the regiments will move. This is based on admin, experience, supply, leadership, current order and a small random component.

If necessary, the movement routine will be divided into a series of *pulses*. This is to ensure that no single battalion moves more than 4 hexes (or 8 along a road) before every battalion has had a chance to execute its order.

Objectives may now be allocated to a particular division during the creation process. A computer controlled player will attempt to take or re-take those objectives with the specified division. A human player can naturally issue any orders he wishes. However, if an enemy unit is KIA'd, your battalions will move after

combat towards a divisional objective, if it exists. Therefore you should either co-operate with the computer or remove the divisional objective allocation in the creation kit. The current divisional objectives will be listed on the bottom left of the screen under the reports menu.

The menu window will display the word <running> throughout the duration of the movement routines. The screen will center on each regiment as it moves. Once all movement is complete, the turn is over and the next turn will begin.

8. WINNING THE GAME

The game will end with the completion of the movement routine on the last turn. It is always a pm turn.

The victory screen will appear and summarize the players' performance.

9. TACTICS

Some parts of the game are so vital to playing it properly that they need to be specified in one place rather than scattered throughout the menu explanations. They are **combat** and **supply**.

Combat

There are many factors in the game that are considered in the resolution of combat. The most important of these are the fatigue state, casualty level, and supply state of the troops. Deficiencies in any one of these areas can make a serious difference to combat performance. These are variables that are immediately affected by your command decisions and deserve your closest attention.

Tired or exhausted men cannot fight effectively. A combat result can cause loss of strength, fatigue or both. Thus men can lose fatigue points in combat in both attack and defence. Each attack can cost fatigue points and repeated assaults without a break will cause extra fatigue and supply losses.

Fatigue is recovered best at night by sleeping, and attacking at night will certainly cause fatigue losses and should only be done where really necessary. There are, however, some good reasons for attacking at night. These would include having large amounts of off-board support, the fact that your opponents air power makes attacking during the day very difficult, or having so many men that you can afford to have some attack at night to keep up constant pressure on the enemy. The main point is that troops fighting both day and night will rapidly become exhausted.

Night capable troops will conduct minor combat at night without fatigue loss. Moreover, any OBS allocated to them for a regimental attack automatically arrives as it does during the day. Non night capable units have only a 50% chance of

receiving allocated OBS. Night capable units still receive normal fatigue penalties for regimental night combat.

Regiments in reserve will recover fatigue much faster than regiments in any other state and tired units should be placed in reserve to allow more rapid recovery. Attacking with units that are tired or exhausted invites disaster.

Units lose effectiveness as their casualty level mounts, over and above the actual loss of strength points. Any battalion with over 20% casualties is a definite candidate for reserve, and units with over 50%, even if they remain on the battlefield, are not very useful. If units are brittle you must try to keep casualties below the brittleness level. Brittle units will never recover and will eventually die of attrition, even if they are not in combat.

Casualty levels are not the absolute totals of killed and wounded. Rather they reflect the steady lowering of the number of men willing and able to effectively fight the enemy. Most of the casualties will not be hurt at all but are out of contact, cut off, confused or leaderless, pinned down or otherwise ineffective.

Putting such a unit in reserve will allow re-organization and replacement and will eventually restore it to a reasonable fighting condition. A unit committed and taking too many casualties may break and rout. A routed unit is no longer effective as a fighting force and will usually retreat towards its divisional HQ.

Routed units may not be targeted for normal combat but will suffer additional losses if they are adjacent to enemy units. Any unit suffering overwhelming casualties may cease to exist for game purposes. It is noted as KIA and disappears from the game.

Supply

The toughest unit is helpless without bullets and useless without food. The regimental supply level is used for combat purposes. Its likelihood of replenishment is related to its current order (reserve is best, assault is worst), the divisional HQ supply value and both HQs' admin values.

The divisional HQ supply and admin values do not change! If these are low you have to be extra careful in selecting an attack philosophy. Although a regiment may start with decent supplies, resupply will be a chancy procedure. Naturally attacks use a lot of supply, so avoid unnecessary combat.

Even if divisional supply is good each regimental HQ must trace a line of friendly controlled hexes to the divisional HQ to establish resupply for each regiment. You will be told if the LOS is open or cut. If it is cut, you may have to move your regiment or your HQ or both. Placement of the divisional HQ is critical.

As a special concession to amphibious operations, regimental HQs can trace supply to divisional HQs located offshore, i.e. showing the special landing craft icon. Once the HQ has landed the normal rules apply. Terrain prohibited to mech units and the presence of enemy units may also block supply. If your LOS is blocked you cannot afford to wait too long before unblocking it.

Management

There is no such thing as a lucky turn. A good technique can overcome most reverses. Bad play turns reverse into disaster. A few principles to help you avoid disaster are set out below.

Keep a reserve. Your div HQ has to be about 6 hexes away from the enemy to make this possible. If you don't have that room, fight like crazy to create it. Don't commit your reserve until you have made provision for a replacement.

Use the right men for the job. Historically, the best formations got more than their share of tough jobs, for very good reasons. You will find those reasons equally compelling.

Give the right job for the men. Even inferior troops who are strategically on the defensive can and should attack, at least occasionally. Judicious use of probes will cause extra fatigue and supply losses to the attackers. They will probably win anyway but be in worse shape after the victory than if a purely passive defense had been maintained. If your probe catches an attacker during a prepare he will certainly suffer.

Manage your assets. In one sense all your troops are assets and your job is to use them correctly. The divisional assets provide a useful illustration of this. They should be checked every turn to ensure that they are being used in the most efficient manner possible. The techniques for managing them successfully apply to the rest of your troops. Apply those consistently and you'll be hard to beat.



PART TWO

THE SCENARIOS

THE DESERT CAMPAIGN (1940-1943)

Introduction

With Italy's belated declaration of war on June 10, 1940 a whole new range of opportunities and problems confronted the major protagonists active in the Middle East. For Italy, it was a chance to expand its North African empire, at that time confined to Libya, Somaliland and the recently annexed Ethiopia. France was allowed to preserve a vestige of its pride by retaining its possessions in Tunisia and Syria. Great Britain, having survived the campaign in France by a whisker and facing the threat of invasion, was now confronted in a new arena. Germany, although unwilling to become embroiled in another theatre, was not blind to the possibilities of discomfiting the Allies yet further.

To most people the campaign encompasses the 1,000 km stretch of Africa running between El Agheila and Alexandria, where the most renowned battles were fought - Tobruk, Crusader and El Alamein are familiar to all. To a certain extent this is due to the fact that Great Britain fought its most sustained campaign of World War II here and won. And as we all know, in warfare the winner writes the histories. However campaigns vital to both sides were fought in adjacent areas with great vigor and with the normal trappings of war - bold deeds, victory, chaos, defeat and death.

Mention North Africa and the mind turns to the rolling sand dunes under the blazing sun beloved of Hollywood directors. The forces arrayed in the theatre had to cope with some of the greatest variety of terrain nature could create. The burning

sand hills of course, do exist. On the other hand, the Australians in Syria found they had to create units of ski troops! The general weather conditions are harsh and dry, yet sudden downpours could turn dry wadis into raging torrents overnight.

It was against this background that Italy took its first faltering steps towards war in the desert. Probably the only aspect of Italy's participation in World War II that was well prepared was Mussolini's oratory. The people themselves were unwilling, the forces ill trained and the equipment largely obsolete. Nonetheless, after taking three months to prepare, the Italian Tenth Army crossed the Libyan Border into Egypt. After an advance of 100 kms the army stopped to allow its supplies to catch up, and deployed in a series of fortified camps of approximately divisional size, 20 to 30 kms apart. The plan was to continue after a short pause; however, the days grew into weeks and then months and still the Italians did not move.

The Allied forces under General Wavell, being heavily outnumbered, had initially confined their activity to heavy raiding of Axis positions. However in November a larger "raid" was authorized. The plan, devised by General Richard O'Connor, was to exploit the deployment of the Italians to isolate individual camps, achieve local superiority and destroy them piecemeal.

The plan succeeded beyond all expectations. O'Connor's force of two divisions and a brigade moved swiftly through the gaps between the camps and in a series of well co-ordinated attacks using combined arms, three camps were overwhelmed within 24 hours. The Italians were paralysed by events and after three days of fighting, no less than four divisions and large amounts of supplies and equipment had "gone into the cage".

O'Connor pressed to be allowed to continue the offensive. Although Allied operations in Ethiopia now deprived him of the 4th Indian Division, it was replaced by the 6th Australian Division. This division, together with the British 7th Armoured Division pushed towards Bardia and Tobruk, which the Italian commander, Marshal Graziani was ordered to hold. Bardia was surrounded by the Australians in mid December and after a three day assault fell on the 3rd January 1941, with another 40,000 troops being captured. Tobruk followed two weeks later but O'Connor was still not satisfied. The Australians pushed along the coast while a brigade sized force boldly pushed through the desert to cut off the Italian forces. At the battle of Beda Fomm (5-7 February 1941) the Allies were able to establish a blocking position ahead of the retreating Italians, from which few escaped. In two months, O'Connor had driven the Axis forces back 600 kms and killed or captured 140,000 of their troops, all with a force which at the time amounted to not much more than two divisions.

Although O'Connor still wanted to keep going, thereby ridding all of Africa of Axis forces, events elsewhere overruled his ambitions. Mussolini had continued true to form and launched a badly managed invasion of Greece via Albania. The Greeks had handled the Italians severely but not without cost and had called upon the British for help. Churchill has often been criticized for the decision to send troops to Greece.

Such action was sure to bring a violent response from the Germans, who could not afford to have a hostile presence in the Balkans, especially as they were going to be fully involved in Russia. On the other hand, Churchill was fully aware of the necessity to challenge the Axis wherever possible as well as being seen to be trying to assist countries in need.

And so the die was cast. O'Connor lost his battle trained 6th Australian Division plus the other reinforcements he needed, while his armour units returned to Egypt for a badly needed refit. It was now known by the British that German units were in Libya, but it was thought their presence was mainly to prevent further disintegration of the Italian position. The German High Command shared this view, as did the Italians. The man on the spot, General Irwin Rommel did not. Although the forces available to him were meagre, amounting to only six formations (the 5th *Leichte Afrika* Division, the Italian *Ariete* armoured division and four low-grade Italian Infantry Divisions), Rommel soon discovered his opponents forces were no larger and were spread out in penny packets. All attention was on Greece and East Africa.

A series of actions culminating in a full blown offensive on the 31st March 1941, saw the British 2nd Armoured Division severely handled at El Agheila. Its remnants and the only other major formation in the area, the 9th Australian Division, were herded along the coast by the Italian infantry while Rommel's mobile troops sought to do a "Beda Fomm", only this time at Tobruk. The plan did not succeed as the Allied troops managed to avoid the trap, however a rich prize was secured with the capture of General O'Connor and his staff.

On 9th April, Wavell made the decision to pull the bulk of his forces back to Egypt, while leaving the port of Tobruk garrisoned by the 9th Australian Division. Two days later, Rommel launched the first attack on the Tobruk defenders, the first of many to occur in the next six months. The Axis forces were generally better equipped than the Australians and those that took their places, however Rommel never managed to develop a reliable logistic base for his operation and his forces suffered from chronic supply problems. Accordingly, any attack on Tobruk was difficult to sustain.

In the meantime, events elsewhere had not stood still. The Italians had been defeated in East Africa and the Allies defeated in Greece and then Crete. (For a scenario on the main part of the Crete campaign, see the original game in the series, **Battlefront**). While Tobruk was being invested, the remainder of Rommel's forces moved east to positions at Halfaya Pass and Sollum on the Egyptian border. Gradually a line was formed at the two points and extended south, with the Italian infantry holding the front and the Axis mobile troops in support. They did not have long to wait.

On the 15th May, Wavell launched Operation Brevity, a brief offensive designed to capture Bardia and Sollum preparatory to launching a relief attempt on Tobruk. The plan failed, although the Germans did have some anxious moments.

At great risk the Allied Command managed to run a fast convoy through the Mediterranean, carrying with it 238 tanks to re-equip the 7th Armoured Division. Using this Division together with the 4th Indian just returned from East Africa, Wavell hoped to pierce the northern end of the Axis front line with an infantry assault. The armour would then advance to seek out the German armoured forces and destroy them. This operation, christened "Battleaxe", was featured in Issue 7 of **Run 5** magazine.

The British plan looked good but Rommel gave them little chance to employ it. Outnumbered two to one in medium tanks and knowing that the attrition from a clash of armour would be of more benefit to his opponent, Rommel encouraged the British to expend themselves against anti-tank ambushes. These included the dreaded 88mm anti-aircraft guns, used for the first time in the desert. After two days of fruitless attacks by the British, Rommel attempted to turn the Allied southern flank. Fortunately, the threat was perceived and the British pulled back to their start lines. "Battleaxe", however, had failed.

At the same time, away to the east, events had taken a serious turn.

Scenario One

SYRIA (June 9-21, 1941)

The campaign in Syria must rank as one of the great tragedies of World War II. At the beginning of the war, Syria and Lebanon were under the control of the French mandate granted after World War I. With the added buffer of a neutral Turkey, the Allies had no immediate concern over German aggression in this area and interdiction of the Middle East oil supplies. However, the surrender of France in June 1940 and the installation of a puppet government in Vichy altered the situation dramatically.

For a time the British had their hands full coping with the Italians in Libya and later the first of Rommel's offensives and the debacles in Greece and Crete. However the establishment of strong German forces in Greece and Crete only a few hours flight from Syria, together with the recent Axis victories in Libya, was a threat the Allies could no longer ignore. Given sufficient *casus belli* by the Vichy authorities allowing German aircraft to use Syria as a staging point during the Iraq rebellion, the allies attempted to neutralize the threat through diplomatic means. When these approaches were rejected, an Allied force of five brigades crossed the border on 8th June 1941.

As usual the British Command was strapped for resources, as their first major counter-offensive against Rommel, Operation Battleaxe was also about to commence. They hoped that a reasonable show of force would allow the French to surrender with honour and that the campaign would be over in a fortnight. Hence

minimum forces were assigned and given objectives commensurate with a police action. The reality came as a shock. The French had 18 battalions of reasonable to good quality troops, armour (the Renault 35, an undistinguished tank, but more than the Allies initially mustered) and some of the best defensive terrain in the world.

The French had resolved to fight. Thus after a week of bitter fighting, the Allies had only reached a line running approximately Sidon-Jezzine-El Kuneitra-Kiswe, reaching this latter objective only because the French had chosen not to fight before it. On the 15th the French launched a series of fairly successful counter-attacks towards Merjayoun and El Kuneitra, recapturing both towns and severely mauling several allied formations including the 1st Royal Fusiliers, which was totally destroyed. Although these attacks were never serious enough to defeat the invasion, for a time they caused a panic in the Allied command and made them realize the Vichy forces were not going to roll over and play dead.

The 16th British Infantry Brigade was introduced into the campaign on the 17th to make up losses and augment the Free French Brigade d'Orient, which was showing an understandable reluctance to fight fellow Frenchmen. In the next few days a renewed Allied effort saw the vital cities of Damour and Damascus captured and although the campaign was to continue for another two weeks, the beginning of the end was in sight.

Scenario Notes

The scenario commences on the second day of the campaign (9th June 1941) and continues until 21st June, the day Damascus historically fell. The ground scale is 2.5km (1.6 miles) to the hex. Neither side has any airpower they can rely on.

Allied Player Notes

You have generally better troops than the Vichy and more of them. Unfortunately, the terrain is completely against you. This is a grinding campaign where the French will try and block you at every opportunity while you steadily crunch your way to your objectives.

However you must take care. The French do have a potent counter-attack capability with their tanks and any exposed troops, low on strength or supply, or fatigued, can expect to be dealt with severely. Hence you must plan carefully, rotate your brigades when they need rest and not allow your frustrations to cause you to over-commit your troops.

Axis Player Notes

For most of the game you can expect to be on the defensive as your troops are weaker than the allies and of lesser quality. You do, however, have two significant advantages. First, the terrain is abominable and the Allies have to push you out of

it. This will cost him time, supply and men. Secondly, keep watch for Allied units that have been in heavy combat and have taken losses. They may be ripe for counter-attack. Even the threat of such action can be effective, so try to always maintain a reserve.

Scenario Variants

1. Germany paid only minimal attention to the events in Syria, as they had a somewhat more important project on at the time - the invasion of Russia! The Allies were generally not aware of this and were properly fearful of the introduction of German troops into Syria. Assume the 100th Regiment of the 5th Mountain Division (which at this time was on garrison duty on Crete) had been flown in. The regiment can be attached to any Axis division of your choosing. Regt HQ (7,5,6); 1st Bn (1,28,6,0,0,11,5,8,8,6,0,12,7,6); 2nd Bn (2,28,6,0,0,11,5,8,8,6,0,14,7,6); 3rd Bn (3,28,6,4,0,11,5,6,6,9,1,16,7,6).

2. Assume the Allies had diverted resources from "Battleaxe". Make all units of the 16th Brigade available on turn 9. Give the Allies five daylight air points and change the air superiority rating to 6 (Strong Allied) and its reliability to 6 (Dependable).

Interlude

With the high attrition of the Battleaxe operation in June 1941, neither side was able to mount further offensive operations until November. The lull allowed new formations to be bought up or old ones to be reorganized. For example, the German 5th Leichte Afrika Division became a full strength Panzer Division, the 21st.

After Battleaxe, Rommel's planning was directed to storming the Tobruk fortress. This attack was originally set down for September, but was continually postponed due to the paucity of supplies arriving from Europe. The date was finally fixed for the 21st of November. The British had not been idle either. The resupply of Tobruk was difficult and costly, the fortress had to be relieved. It was planned to swing under the southern flank of the German line and push north, while another force simultaneously broke through near Bardia. The operation was code named "Crusader" and set down for the 18th. So the stage was set, both combatants were at full strength and planning offensive operations at the same time.

Scenario Two

SIDI REZEGH (November 21-23, 1941)

The British moved first. General Cunningham, the British commander intended to push north-west through Sidi Rezegh and on to Tobruk. The British moved off on

the 18th of November. Rommel initially thought this was only a reconnaissance in force, but by the 19th he was forced to postpone the planned assault on Tobruk and concentrate both the 15th and 21st Panzer Divisions. The British 7th Armoured Division was the main assault unit committed at this time. Its 22nd Armoured Brigade ran straight into the Italian Ariete Armoured Division at Bir el Gubi and was badly mauled. The 4th Armoured Brigade skirmished with the 5th Panzer Regiment from the 21st Panzer for the whole of the afternoon of the 19th. Both the 7th Armoured and 7th Support Group Brigades were able to avoid these actions and push on to Sidi Rezegh where they were to camp for the night.

The 20th was a day of lost opportunities for both sides. The British wanted to regroup the 7th Armoured Division at Sidi Rezegh before pushing on to Tobruk, while the Germans pushed into thin air near Sidi Omar (far to the south-east) due to faulty intelligence. The main action was sporadic counter-attacks around Sidi Rezegh by the Afrika Division (Ex French Foreign Legionaries). There is no doubt that the Germans could have concluded the battle on this day if they had attacked Sidi Rezegh with the whole of the Afrika Korps.

On the 21st (the day the scenario starts), Rommel realized that he must crush the forces at Sidi Rezegh. At dawn, the Commonwealth forces in Tobruk began to break out towards the armour digging in at Sidi Rezegh. Rommel recalled the 15th and 21st Panzer (who were still in the Sidi Omar sector, waiting for fuel resupply) and ordered them to take Sidi Rezegh on the run.

This was no mean feat, both divisions were being engaged by the 4th and 22nd Armoured Brigades and had to fight rearguard actions while advancing on Sidi Rezegh. The two Panzer Divisions were stopped (just off the game map, to the south-east) by the artillery of the 7th Support Group firing over open sights, but not before two battalions of the 7th Armoured Brigade had been badly chewed up. During the evening, 21st Panzer moved to Belhamed while the 15th Panzer camped further to the east.

The 22nd saw the 7th Armoured Division regrouped at Sidi Rezegh with the 1st South African moving up in support, with orders to take Point 178. At noon, the 21st Panzer attacked Sidi Rezegh from the north with all of the Afrika Korps artillery in support (Gruppe Botcher). This took the British totally by surprise, and the whole 1KRRC battalion surrendered at the Prophet's Tomb. The 15th Panzer moved up from the southeast during the afternoon and captured the 4th Armoured Brigades headquarters during the night. The commander of the 7th Armoured Division realized that to hold the airfield was untenable, and a withdrawal to the south was the only alternative.

The 23rd of November was Totensonntag, (a day the Germans remembered their dead) and Rommel intended to eliminate both the 1st South African Division and the remnants of the 7th Armoured Division. In the confusion the 5th South African Brigade could not breakout and was eventually destroyed, but not before inflicting heavy casualties on the Germans.

Scenario Notes

This is a short scenario, only running for 11 turns. The ground scale is only 800 metres (1/2 mile) to the hex, but the system handles the small scale with ease. The terrain is fairly standard with the escarpments being the only terrain type to present real problems for mechanized units. There is little supporting air due to both the highly fluid nature of the battle, and the blanketing dust thrown up by the armoured columns.

Allied Player Notes

This scenario is different to many others that have been designed for the Battlefront system, in that the Commonwealth Player starts the game with only four "friendly" hexes in the middle of the board. The situation, is that the 7th Armoured Division has been isolated on the Sidi Rezegh Airfield and is awaiting the arrival of the 1st South African Division.

You must very quickly form a defensive perimeter that includes Sidi Rezegh, the Forward Airfield and Point 178. If you don't hold these for most of the game, you will not accumulate enough victory points. On the first day this should be reasonably easy, as your only contacted opposition will be the regiments of the Afrika Division. Unfortunately, the 21st Panzer starts to arrive during the afternoon, and the units around Sidi Rezegh will be under extreme pressure by the morning of the 22nd. Remember this is a short scenario, and every turn you hold this important objective is another 20 points to your score. Do not make the error of trying to hold too many objectives. Your forces, though reasonably mobile, will be crushed, if they are too spread out. Pick where you want to hold and commit everything.

The South Africans are your main reserve and must be used according to the local situation. If Point 178 has not been taken yet, one Brigade should be allocated to this task.

Axis Player Notes

You are in your element, here. You have more, and better troops than the Allied player and the ability to choose your axis of attack. The problem is that it is a race against time. If the Allied player can hold at least one of his two main objectives (Sidi Rezegh and the Forward Airfield) at the end of the game he will win. Therefore, your strategy must centre around taking these two objectives quickly, and keeping the relieving South Africans off balance.

Your only troops on the board for the first day are the Afrika Division, and they should concentrate on holding the objectives they are deployed around. Do not use them for attacks until the Panzers arrive. The 21st Panzer arrives during the first night and should have Sidi Rezegh as its immediate objective. Everything going well, Sidi Rezegh should be yours by nightfall. The 15th Panzer arrives during the afternoon of the 2nd day, and should make straight for the airfield. After Sidi Rezegh

has fallen, the 21st Panzer should continue to push south towards the airfield, trying to pin as many Allied units as possible. One of the Panzer Divisions should get to the airfield, as the Allied player just doesn't have enough units to stop both. The Afrika Division, should also be used for attacks from late on the second day, just to maintain the pressure.

Scenario Variants

1. Assume that the two Panzer Divisions had problems disengaging from the Sidi Omar area. Increase the arrival time for each unit in both divisions by two.
2. Rommel acted on faulty intelligence when he ordered the Panzers to thrust towards Sidi Omar. Assume Rommel held his Panzers in reserve until he had divined the Allies intentions. All units of the 21st Panzer arrive on turn 1, while all of the 15th Panzer arrives on turn 3.
3. On the 19th, Rommel ordered the 21st Panzer Division to advance on Gabr Saleh. At that time the whole of the 7th Armoured Division was concentrated in this area. Fortunately, before the 21st reached Gabr Saleh the 7th's component brigades had been dispatched to various objectives. If the 7th had remained concentrated, the strung out 21st could have been seriously defeated. Assume the 21st Panzer blundered into the whole of the 7th Armoured, reduce the current strength of all the units in the 5th Panzer Regiment by 3, and the current strength of all the units in the 104th Panzer Grenadier Regiment by 2.

Interlude

By 24th November, the Allies had taken heavy losses, especially to their armour and Cunningham was giving serious consideration to calling off Crusader. Balancing these thoughts were the solid gains made by Allied infantry in the Sollum/Halfaya area and the imminent likelihood of a breakout by the Tobruk garrison.

At this point, Rommel tried to put together another outflanking operation. However, a full week of fierce, confused fighting had thrown communications for both sides into chaos. The Afrika Korps simply could not get sufficient forces moving in the right direction. In the meantime, the Tobruk garrison had managed to link up with the relieving XIII Corps. The battle continued in fits and starts until 4th December when Rommel, aware of his dwindling supplies and lack of tank replacements, decided to pull back to the Gazala line. The withdrawal was not without cost. Many repairable tanks were abandoned and a full Italian infantry division was captured at Bardia.

The British were only in slightly better condition and took some time to follow up their defeated foe. An attempt to force the Gazala position was thwarted when the Desert Fox slipped away and by December 1941 he had reoccupied the El Agheila line.

Most generals would have been prepared to sit things out, gather a reserve of supplies and equipment and await developments. However, in early January 1942, several vital convoys got through, virtually unscathed. At once, Rommel drew up plans for an audacious offensive against his complacent opponent. The attacks kicked off on 21st January. Even though his two Panzer divisions had only 100 tanks between them, they fell upon the scattered brigades of the British 1st Armoured Division strung out along the Benghazi Road and destroyed them piecemeal.

It was the same story all over again. Although the British fought hard where they could, inexperience and bad tactics caused them to be bundled back to the old Gazala line. Although both sides suffered heavy losses, the Germans managed to maintain possession of the battlefield and hence were able to recover much damaged equipment as well as capture abandoned Allied supplies and materials.

This defeat, more than any previous disaster, caused the British to re-examine their doctrine. With the benefit of hindsight, it is easy to pinpoint the blame for the Allied failures in the desert. Most British Army officers had either infantry or cavalry backgrounds and the idea of co-operating with other arms (except artillery) was quite foreign to them. In contrast, the Afrika Korps operated tanks, mobile infantry and anti-tank guns in a deadly team.

Rommel's success in the first months of 1942 was largely due to the untroubled arrival of much needed supplies from Italy. The employment of a Luftwaffe Air Corps in Sicily had completely suppressed Britain's island fortress in the Mediterranean, Malta. Plans were drawn up for a combined airborne and amphibious invasion. In the event, Rommel's offensive in North Africa delayed the operation and the opportunity to capture the strategically vital island was lost.

It need not have been.

Scenario Three

INVASION MALTA (March 23-30, 1942)

One of the major blunders made by the Axis in the Mediterranean was the failure to capture Malta. This mistake was to cost the Axis dearly in North Africa and ensure their final demise.

The failure to take Malta was not for the lack of preparation and planning. As many as six plans were made and eventually discarded for various reasons. Of these six plans, the most viable was probably Operation Herkules, planned in the Spring of 1942. It required a combined assault from the air and sea, committing about 20,000 paratroopers (one German and one Italian Division), and a further 10,000 airlanding troops (one Italian Division) to prepare the way by seizing the beach landing area and an airfield for the following seaborne invasion troops. Another five

divisions (about 55,000 men) formed these seaborne troops, with about 200 landing craft and as much of the Italian Navy as could be committed. Approximately 1500 aircraft had been earmarked for the operation to provide the aircover and ground support so vital to an operation of this kind.

The Malta defences at this time were composed of Commonwealth troops, supported by a large number of artillery formations. More than 100 each of heavy and light AA guns were in constant use against the "neutralization" policy adopted by the Axis against Malta. There was also more than 30 coastal artillery pieces and one regular artillery regiment of 25pdr guns, 24 in all.

Scenario Notes

This theoretical scenario is based on the assumption that the critical importance of Malta was recognized in time, and that the planned invasion went ahead. The scenario as depicted plans the invasion for the Western Beach, with drops in support of this landing area.

The scenario is of medium length, running for 8 days. The ground scale is 2.5 kms (1.5 miles) to the hex.

Allied Player Notes

The Commonwealth troops on Malta have a bit of a problem. Too many, for any commander's liking, are fixed position coastal batteries or anti-aircraft emplacements. Those mobile troops at your disposal are of reasonable quality, but care in committing them to assaults should be taken.

The paratroopers should have as much pressure put on them as possible, but limit your attacks to one per day, and hope that the minor combat routines will be kind to you. An over vigorous commander during the first two or three days may well find that he is pushing the paratroops back, and even eliminating some, but having no troops to face the seaborne invasion.

The coastal defences on the Western beaches are of vital importance. The longer they hold out, the more difficult it is for the Axis to reinforce as you engage new landed units and clog the routes to the other side of the island. It can also give you the satisfaction of seeing lots and lots of Axis routers streaming past you looking for somewhere to hide!

Axis Player Notes

The Axis must quickly consolidate the central area around Krendi airfield with the first German parachute regiment. Holding Luqa airfield gives you some breathing space and victory points, so an effort should also be put in here. The second German regiment should clear the Western Beach to avoid being cutoff. Once Krendi is cleared, the airlanding Italians will start arriving. Use these to relieve the first regiment and hold a reasonable perimeter for the amphibious assault.

Once the amphibious landings start, get these troops quickly to the front, as by this time the paratroops are probably going to be somewhat battered. This is where clearing the beaches is of vital importance. If these troops have to fight their way to the front, then sheer weight of numbers will mean that the Commonwealth troops will probably have decimated your best troops - the paratroops. These need to be pulled out of the line and rested, as any attempt to capture Valetta is going to require them to be in reasonably good shape.

Scenario Variants

This scenario is a gem for possible variations.

1. The invasion beaches can be altered. All turns of arrival stay the same but alter the entry hexes for all amphibious forces as follows.

Western Beach (For the Percentage Commander). Hexes (12,16), (13,16), (14,17), (15,17), (16,18), (17,18), (18,18), (19,18), (20,18).

Valetta Beach (For the Go for Broke Commander). Hexes (28,3), (29,3), (30,4), (31,4), (32,5), (33,5), (34,6), (35,6), (36,7), (36,9), (36,10), (36,11)

Northern Beach (For the Long Shot commander). Hexes (2,1), (2,2), (3,2), (4,3), (3,3), (3,4)

All amphibious units must land at the same beach. The special assault regiment, though, may land on any beach.

2. To simulate the large amounts of flak present, losses from which the program cannot adequately handle, roll a die for each airborne or airlanding unit. 1-2 is no effect, 3-4 lose 1 point, 5-6 lose 2 points from the maximum strength to get the current strength of the unit. (This will have to be done through the design routines). Possibly more realistic, but definitely favouring the Commonwealth player, is to roll a die and subtract one. This value is then subtracted from the maximum strength to give the current strength.

3. All units may be placed up to three hexes from their current scenario start positions. Units designated as having "Shorebty" equipment must be placed in a coastal defence hex.

Interlude

Returning to North Afrika, Lt-Gen. Ritchie had replaced the captured O'Connor in command of the newly organised Eighth Army. His plan called for the construction of fortified infantry posts, called "boxes", extending 60 kms inland. The intervening gaps were laced with minefields. To the rear of the boxes, Ritchie deployed his mobile forces.

The theory for this arrangement was that the boxes would prove too slow and formidable to assault and in consequence, a flanking move to the south was the only

practical route of attack; an attack which would be countered and stopped by the mobile formations. Ritchie's thinking was completely correct. Unfortunately, his mobile formations, and their tactics, were not up to the job.

Scenario Four

CAULDRON (June 5-12, 1942)

By late May 1942, Rommel intended to finally take Tobruk. The front line at this time ran from Gazala on the Mediterranean coast down to Bir Hacheim. The distance to Tobruk was approximately 80 kms (50 miles). Rommel's plan was simple, swing around the southern flank and drive towards El Adem, the main British supply area. This would force the British to retreat. Concurrently, the Italian 10th and 21st Infantry Corps would frontally attack the Gazala line.

The operation was launched and went awry from the beginning, the Free French Brigade could not be pushed out of Bir Hacheim. This allowed the French to harass the German supply columns once the Afrika Korps had passed. The assault by the Italians failed to breakthrough and suddenly Rommel found he was a long way behind enemy lines, with very few supplies.

The decision was made to halt the advance on El Adem and move northwest to Sidi Muftah and linkup with the Italians allowing supplies to be replenished. The Germans fell back to the "Cauldron" an area bounded by the Sidra and Aslagh ridges and finally broke through to the Italians on the 1st of June, after eliminating the British 150th Brigade.

The 2nd to 5th of June were spent by the Germans reducing the Bir Hacheim stronghold and preparing defences for the expected Allied counter-attack at the Cauldron.

The assault came on the 5th of June. The Germans had positioned the 21st Panzer on Sidra ridge and the Italian Ariete Division on Aslagh ridge. The 15th Panzer was held in reserve. The British assaulted the Aslagh ridge with the 9th Indian Brigade and the 22nd Armoured Brigade in support. The Italians put up stiff but short resistance; they broke and the British were in the Cauldron, only to be stopped by antitank guns and artillery. They were forced to retire behind Bir et Tamr with serious losses. Meanwhile, the 32nd Army Tank Bde had attacked the 21st Panzer's positions on Sidra Ridge. The Brigade, without support, lost 50 out of 70 tanks.

Rommel, anticipating the thrust of the British offensive had had gaps cleared in the minefields to the south of the Cauldron and now saw the opportunity to counter-attack. The 15th Panzer emerged from the minefields near Bir et Harmat and struck at the rear of the troops holding Aslagh ridge. The whole of the 10th Indian Brigade, the support group of the 22nd Armour and four regiments of field artillery were cutoff. By the evening of the 6th they had all surrendered.

An uneasy lull fell over the battlefield. Both sides were exhausted and required extensive resupply. The Germans also wanted to clear Bir Hacheim, which was finally completed on the 11th.

The battle round the Cauldron was rejoined on 12th June, with the British being pushed off the ridge to the north of Knightsbridge Box. The 201st Gds in Knightsbridge finally broke out during the night of the 13th after being isolated for two days. On the 14th of June, the British abandoned the Gazala Line. The rout had begun.

Scenario Notes

This is a medium length scenario, running for 8 days. The ground scale is 3.2 kms (2 miles) per hex. There are extensive minefields scattered across the map, placed there as part of the Gazala line defences.

Allied Player Notes

Be warned that you are in for a very challenging job. Aslagh ridge must be the first primary objective and if you can smash the Italians quickly you will get into the Cauldron and begin scoring big VPs. If you can't force the Italians out, then it's a matter of how big a loss you're in for.

Axis Player Notes

You begin the scenario with the advantage of internal lines. The British will put heavy pressure on both the Aslagh and Sidra ridges in the first two days but you should be able to switch your central reserve (104 Regt/21st Pz Div) to whichever sector is most threatened.

The 5th Pz Regt should hold Sidra ridge, provided it receives the divisional assets. The Italians can hold Aslagh ridge but you must be prepared in case they are pushed off early.

Once the 15th Pz Div arrives, you can go on the offensive, aiming to capture as many objectives as possible. It is highly unlikely you will reach Knightsbridge.

Interlude

Once it was clear that his forces had been defeated at Gazala, Ritchie ordered the Eighth army to retreat towards Egypt, leaving the 2nd South African Division to hold Tobruk. This time there would be no prolonged siege. The fortress' defenses had been allowed to deteriorate, there were no minefields in place and the South Africans had no time to prepare fixed positions. Furthermore, Rommel's supply status was the best it had ever been. After a brief pause to reorganize, the Afrika Korps captured the port in 24 hours of fighting, taking 20,000 prisoners and badly needed supplies.

The fall of Tobruk on 21st June, and Rommel's obvious desire to continue the pursuit, provoked scenes of sheer panic in Alexandria. Base troops were sent back to Palestine, the fleet made preparations to escape via the Red Sea and trench lines were dug along the eastern side of the Suez Canal.

General Auchinleck, the Middle East Commander, kept his head. Realizing his troops were incapable of facing the Afrika Korps in mobile battle, he relieved Ritchie and sought out a location where his flank could not be turned. Such a place was a line of ridges lying between the ocean and the Qattara Depression, a sand sea impassable to vehicular traffic. On a front of barely 60 kms, and with secure flanks, Auchinleck dug in. The place was El Alamein.

There were three battles fought for El Alamein. The first began on 1st July and dragged on, inconclusively, for almost a month. Rommel, and then Auchinleck, attacked but neither could achieve anything against solid defensive positions. Both sides settled down to the task of rebuilding their depleted forces.

The end was in sight for the Afrika Korps. Oblivious to his achievements, Churchill sacked Auchinleck, much as he had done Wavell. In both cases, the British leader's impatience had resulted in the loss of capable commanders.

General Sir Harold Alexander was his replacement and General Bernard Montgomery was placed in command of the Eighth Army. Auchinleck's plans were followed through by the new commanders, much to Churchill's dismay.

On the other side of the hill, Rommel recognized that he was fast losing the initiative. The British were receiving the full benefit of the American war effort while Malta had recovered and was again causing serious losses to Axis supply convoys. Rommel's supply line extended all the way back to Tripoli and Benghazi. Every day wasted served only to increase Allied superiority.

Rommel attacked. The second Battle of El Alamein was known as Alem el Halfa.

Scenario Five

ALAM EL HALFA

(August 30-September 3, 1942)

Rommel's plan called for a swing around the southern extremity of the Allied position and then rolling up the rear areas. In fact, the plan was much the same as that used at Gazala. The dominating feature in the southern sector was the Alem el Halfa ridge which had been heavily fortified. Lying astride the proposed German advance, the ridge had to be captured before further progress could be made.

The opening moves were disastrous. The German forces became entangled in the extensive minefields and were nowhere near the ridge by 6am on the 31st; the time

they should have been there. Rommel's senior formation commanders, Generals von Bismarck and Nehring were casualties. At this point, Rommel almost canceled the attack.

However, later that morning, events began to improve. The minefields were eventually cleared and the first attacks against the ridge went in that afternoon. Defending the ridge was the British 22nd Bde, dug in and equipped with new Grant medium tanks. The German attacks, with air support, could not dislodge the defenders. In the evening, the Germans withdrew and camped for the night to the south of the Alem el Halfa ridge. Tank losses on the day were much the same for both sides.

The attack was recommenced on the morning of 1st September by the 15th Pz Div. The 21st Pz could not take part as it had run out of fuel. Once again, the Germans were repulsed although the British 8th Armoured Bde which tried to intervene from the east was severely mauled.

Meanwhile, the 90th Light and the Italian Ariete and Littorio armoured divisions had been fought to a standstill by the 2nd New Zealand Division around Alem Nayil.

The night of 1st/2nd September was the worst the Afrika Korps had ever experienced. The bombing and shelling was so heavy that it was forced onto the defensive although a crippling shortage of gasoline kept the Germans immobile for two days. On the 3rd, the Germans withdrew to their start positions. Also on the 3rd, Montgomery allowed the New Zealanders, reinforced by the British 44th Inf, to attack towards Deir el Munassib. Fierce fighting raged for two days with the Allies sustaining over 1,000 casualties but little else. The German defense held and the battle was over.

Montgomery is still criticized for his failure to exploit the German immobility on 2nd September. His reasons for inaction were the inexperience of his troops and his characteristic reluctance to take chances. This conservatism was to be the hallmark of the Allied advance, all the way to Tunisia. Paraphrasing his leader, one could well describe Montgomery's generalship as "Never in the field of human conflict have so many taken so long to achieve so little against so few!"

Scenario Notes

The battlefield represents the area fought over by the 15th and 21st Pz Divisions. The scale is 1.6 kms (1 mile) to the hex and the battle runs for 5 days.

Allied Player Notes

At last the Allied player has the forces to stand and slug it out with the Afrika Korps. During the initial German attacks you must control any urge to counter-attack until the arrival of the 8th and 23rd Armoured Bdes and the 7th Armoured Div. Stay in your forts until then. By the afternoon of the 1st, you should be in a position to take the fight to the German tanks.

Axis Player Notes

There is only one objective for the Axis forces. Take Alem el Halfa ridge and hold it for as long as possible. If you can't do this, you can't win! As well, the 90th Light must crush the New Zealanders and hold the 44th Inf at bay. Furthermore, you must deal with the 7th Armoured when it arrives from the south. We wish you good luck.

Scenario Variants

1. The presence of the RAF had a large effect on the course of the battle. Assume that the build up of British air strength had been delayed. Reduce the day and night support points to 8 and 2 respectively and the rating to 3.
2. The HQ supply values for the German Panzer units are generous. A more historical representation may be effected by reducing the supply value all Pz HQs by 2.

Interlude

With his hopes dashed, Rommel had no choice but to stand and await Montgomery's counter-blow. His defensive measures, the best he could manage, were to heavily fortify his infantry divisions in the front line and deploy his mobile troops in reserve in the rear to deal with any Allied breakthrough.

Montgomery's plan, although unimaginative, guaranteed that he could not lose. The basic plan called for an infantry attack on the northern part of the Axis line which would in due course bull-doze its way through the defenders. Once this occurred, the armour would pass through the gaps to pursue and defeat the foe. It was to be a battle of attrition.

The third Battle of El Alamein kicked off in the early hours of 23rd October, under the cover of a massive bombardment. The Allied infantry, advancing on narrow divisional frontages because of the extensive minefields, could not employ their maximum combat power and the Axis defenders were able to hold the initial assault. For ten days the opposing infantry fought it out. Numbers told in the end and at last the Axis position crumbled.

At this point, Rommel returned from convalescence in Europe. The situation was critical. The only solution was to withdraw whatever troops could be salvaged. A general retreat was ordered for 3rd November. However, on hearing of this, Hitler issued another of his infamous "no retreat" orders.

Montgomery, for his part, was unable to take advantage of the perilous German position. After 36 hours of desperate pleading, Hitler relented and allowed Rommel to withdraw his forces. There is little doubt that his decision was influenced by the news that Allied troop convoys were heading into the Mediterranean, destination unknown.

Rommel was able to extricate his mobile forces but 20,000 German and Italian infantry were captured at El Alamein. The surviving Germans were determined to carry on and over the ensuing three months conducted a skillful withdrawal in the face of an admittedly cautious pursuit.

Far to the west, 2,500 kms from El Alamein, the final nails were being driven in to the Axis' African coffin. On the night of 7th November 1942, an Anglo-American force of some six divisions came ashore in Vichy controlled Algeria. A combination of rough surf and inadequate training ensured that the landings were a debacle. Fortunately, French opposition was mostly negligible; a determined defense would have resulted in an Allied disaster. By the evening of the 10th, Admiral Darlan, the most competent French leader of the war and the commander of Vichy forces in North Africa, ordered his men to surrender. Several days later he was assassinated and suspicion still lingers that British intelligence had some part in his demise. Darlan was an avowed Anglophobe.

This unexpected turn of events provoked an extreme crisis for Germany. Hitler exposed the facade of Marshall Petain's independent French State by marching ten divisions into Vichy. Yet there were almost no German troops in Algeria or Tunisia. A rag-tag force, consisting of base personnel, re-inforcements destined for Rommel and sundry odds and ends were despatched to Tunis. They were organised with remarkable speed by the German commander, Nehring, now recovered from his wounds, and sent out to block the Allied advance into Tunisia.

The Allies were experiencing their own problems. The east and west extremities of the original landings were about 800 kms apart so that the forces at Oran and Casablanca were too far away to support an advance on Tunis. Furthermore, the Allies were concerned that Hitler could attack Spain through the Pyrenees and, if successful, cut off the forces in North Africa. And lastly, the weather went from bad to atrocious, immobilizing everything in a sea of mud.

Nonetheless, by the end of November, brigade size formations of Allied troops were feeling out the German positions. A number of sharp but inconclusive clashes occurred as each side probed for an advantage. Although the Allies had numerical superiority, their troops lacked the battle skills that only long training or hard combat can instil. Furthermore, the German forces had local air supremacy and used it to maximum effect.

Thus the line settled down, running pretty well north and south, about 70 kms west of Tunis. Both sides engaged in probes and local offensives in January with the Germans generally getting the better of their opponents although the Allied material superiority offset these gains. Reinforcements from Italy continued to arrive, including some of the infamous Tiger heavy tanks.

The German Army in World War II operated on the basic premise that the best defense was a good offence. The remnants of the Afrika Korps had at last reached Tunisia and together with fresh reinforcements, allowed Rommel to create a mobile

reserve. He waited only for an opportunity to strike. Such an opportunity presented itself in February 1943 at a small village called Sidi Bou Zid.

Scenario Six

KASSERINE PASS

(February 14-21, 1943)

The German offensive commenced at dawn when the 10th and 21st Panzer Divisions fell upon Combat Command A of the 1st US Armoured Division and part of the 168th Regimental Combat Team of the 34th Infantry Division. The unpreparedness of the Americans and the usual attacking flair of the panzers left CCA severely mauled and the infantry cut off to be eventually captured. A counter-attack on the 15th by CCC, the only armoured reserve in the immediate area, met with disaster and the Allies were forced to retreat to Sbeitla and Thelepte.

Fortunately for the Allies the divided German command (von Arnim had control over 10th Panzer, while Rommel commanded 21st Panzer and the Deutsche Afrika Korps, by now a divisional sized unit), had 10th Panzer moving on Pinchon on the 16th and 17th in a fruitless attempt to mop up more soft Allied targets, while 21st Panzer tried to take Sbeitla on the run. Although the Allies were eventually pushed out of this position, CCB was able to hold long enough for the bulk of the US forces to retire in reasonable order.

In the meantime, DAK had driven up from Gafsa (off map, south of Thelepte) and had linked up with 21st Panzer at Kasserine. Sensing in the panicky Allied response the chance to emulate his victories of old, Rommel sought permission to press on towards the major American headquarters at Tebessa. He was overruled by his superiors however and ordered to attack towards Thala and Sbiba on the 19th. The attack on Sbiba by 21st Panzer was repulsed by an Allied composite force based on the British Brigade of Guards and no further progress was made.

The attack on Kasserine Pass slowly but surely progressed and with the return of the 10th Panzer, on the 21st, an attempt was made to take Thala. However, Allied reinforcements were now pouring into the area and Rommel, realizing the initiative was now lost, withdrew on the 22nd leaving behind a much battered II Corps to lick its wounds.

Scenario Notes

This is a medium length scenario covering 8 days of battle and using all the map area the computer can hold. The ground scale is 4.8kms (3 miles) to the hex. All terrain other than clear presents real problems for mechanized troops, hence the attack will be channelled along the main communication lines.

Allied Player Notes

In the battle the Germans handed II Corps a severe thrashing. You can expect history to repeat itself. Although you have a lot of men, their quality is not good and it is a while before their command comes together. You cannot stand up to the panzers in an even fight and instead you will have to seek good defensive terrain and once there, use your numerical superiority to cycle fresh troops forward as your frontline battalions take losses. The German player will be out to kill your men; he gets a lot of points for this. It is your job to ensure that your damaged men are pulled out of the line to rest and rebuild.

Axis Player Notes

Your initial attack should smash through the Sidi Bou Zid position, however once taken you face the same problem as Rommel; where to now? Most of your points will be earned from killing Allied units, hence you must make them your targets. Pursuing weakened units to the death is probably the best technique and if the odd objective hex comes your way as well, so much the better.

Scenario Variants

1. The Allied forces were badly deployed at the commencement of the battle and scattered in penny packets. Assume the Allies, who were forewarned of the German offensive, took better steps to prepare for the onslaught. The units of 168RCT at Sidi Bou Zid should be fortified, while CCB should be setup at Sbeitla. In addition, bring forward the arrival turn of all reinforcements by 4 turns.
2. The German High Command forced upon Rommel the objectives of Thala and Sbiba, whereas he would have preferred to attack towards Tebessa. Assume Rommel had had his way and reduce the end game victory points for Thala and Sbiba to 5 each and make Tebessa 200.
3. The Axis suffered chronic supply and administrative problems due to the divided command. Assume these could have been solved and give each Axis Division a supply and admin value of 6 and 7 respectively.
4. It is clear that the "bunker" mentality and gormless nature of General Fredenhall had caused a severe decline in the morale of his troops. The vastly improved performance of the same soldiers under Patton little more than a month later is testimony of this. Assume this problem had not arisen and increase the experience of all US bns by 1 and the leadership of their regiment and division HQs by 1.

Interlude

Kasserine was a severe shock to the Allies. It brought home the reality of war and paved the way for a better, tougher army to face future battles. For Germany there

was the certain knowledge that it was only a matter of time before North Africa, indeed their homeland, was lost.

Rommel is reported to have been dismayed at the lavish scale of supplies and equipment available to the Allies. His health had again deteriorated and in early March he was recalled to Germany to recover. The final scenes in the North African drama were played out in his absence.

The Allies planned a two-pronged assault on German positions. The British Eighth Army was to attack from the east at Mareth while a supporting attack was made by the American II Corps at Maknassy.

Scenario Seven

MAKNASSY (March 16-April 3, 1943)

II Corps was badly shaken and demoralized. At Kasserine Pass, the Germans had taught II Corps a lesson in how to fight a battle. As a result, morale and discipline were at an all time low and something had to be done. On the 6th of March, 1943, Gen George S. Patton Jnr was given command of II Corps and told to turn it into a fighting outfit.

By the 15th of March, a new plan limiting II Corps to a subsidiary role to the British 8th Army's main attack on the Mareth Line was ready. Dubbed Operation WOP, II Corps was to take the vital crossroads at Gafsa in the initial stages of the advance, and then to push towards El Guettar and Maknassy and try to draw off the German reserves that would otherwise reinforce the Mareth Line. Despite arguments for a greater thrust to the sea to cut off the Germans, Alexander limited II Corps to the original plan.

II Corps consisted of the 1st, 9th, and 34th Infantry Divisions, and the 1st Armoured Division. The plan was to have the 1st Infantry drive on El Guettar, the 1st Armoured on Maknassy, and the 9th was in reserve. The 34th Division was positioned further north, and was not engaged in the Maknassy area.

The Axis defenders consisted of parts of the 5th Panzerarmee which held north and central Tunisia at the time. Around Gafsa and El Guettar was the Centauro Armoured Division, somewhat incomplete, as part of the 1st Italian Army which was holding the Mareth Line. Around Maknassy were parts of the 30th Italian Corps, mainly the 50th Special Brigade. Rommel had left Africa on the 9th of March, so Gen von Arnim was in overall command.

The Americans began moving on the 16th. On the 17th Gafsa was taken after being abandoned by the Germans. A great opportunity to press the attack slipped by for Patton as there was no German opposition; but he was ordered to establish his base of operations and could not advance. Heavy rainstorms during the 18th & 19th slowed any further advance. The weather cleared on the 20th and 1st Armoured

attacked through Sened Station towards Maknassy but got bogged down in difficult terrain and mine fields, and did not capture it until the 21st. A "demonstration" towards Maknassy was now called for, but new orders were received to take the higher ground east of Maknassy, but not to proceed beyond it. On the 22nd, 1st Armoured found Maknassy free of enemy troops. Deploying for a prepared assault of the heights, in view of their orders, a new request for strong thrust to the east found the armour scattered across the Maknassy plains. The assault went in, but the Germans had time to rally, and the attack had little affect. The heights were to be not to be captured until the Germans pulled out on 10th April.

The 1st Infantry Division started their assault with a surprise attack during the night of 20/21st by the ranger battalion and the 26th RCT, leading to the capture of Bou Hamran. Reshuffling of RCT's followed preparatory to an assault on Dj el Mecheltat, but by this time the German 10th Panzer Division had arrived and started a counter-attack. One tank-destroyer battalion sacrificed itself to stall and then halt the German attack, and for the next few days a battle of attrition ensued.

On the 25th, the 9th Infantry was released from reserve, and, along with a taskforce from 1st Armoured, renewed the assault from El Guettar in an attempt to take Dj Berda. Unfortunately, the 9th had not fought as a Division before. One battalion got caught in a crossfire and had a whole company wiped out, one battalion got lost and two battalions attacked the wrong hill. The attack failed. Reorganizing on the 30th, it again assaulted Dj Berda and also Dj Kroua. The 1st Infantry also managed to clear Dj el Mecheltat at this time. The 9th, however, was again repulsed. Several more attempts were made to break the German lines, but elements of the 21st Panzer Division had reinforced the German lines. The battle was reduced to a meat-grinder until the Germans finally pulled out on 7th April.

Scenario Notes

This is the longest scenario in the package, running for 19 days. The ground scale is 3.2 kms (2 miles) to the hex. The mountain ranges will channel the movement of units.

Allied Player Notes

Gafsa is your immediate objective, and you should take it as soon as possible to maximize victory points from it. The Axis shouldn't oppose you here, but if so destruction of such opposition is vital. This will in part offset the loss of points for Gafsa but, more importantly, will deny the Axis player troops to garrison his fort line. Any gaps in the defence should be exploited vigorously as an early breakthrough in this area will probably guarantee you victory. If held up (as was the case historically) you must take extra care with the rotation of your regimental attacks. When the 9th Division arrives you will have a bit more flexibility as to where you will make your push, but from this point on pressure must be continually applied to the defences to force a breakthrough.

The 1st Armoured must push very hard right from the start. The quicker pressure is applied to Maknassy, Maizila Pass and Dj Rouana the better, as this will draw off reinforcements from the El Guettar sector. Each reinforcement drawn off will greatly improve the chances of the 1st and 9th Infantry in the south. Success in this area is probably the key to the game for the Americans.

Try and take the other objectives in the Maknassy plains area en-passant, and if you get a chance to infiltrate through the mountains, do so.

Axis Player Notes

In the north, the 1st Armoured will probably wipe out the initial resistance. The longer you can delay the advance, the better. You are not likely to get lucky and have the historical rainstorm to slow the Americans down. The main objective in the north is to deny Dj Rouana to the Americans, and, where possible mount pressure on Maknassy and Maizila Pass. If you are fortunate enough to retain these objectives for some time from the start of the game, you should have a good chance at winning. In the south try and hold around El Guettar as long as possible, but be prepared to trade some ground.

Your main defensive fort line should be used to grind the 1st Infantry into the ground. When the 10th Panzer Division puts in an appearance be careful not to over-extend it. Limit counter-attacks to a specific objective (hopefully El Guettar). Depending on the situation in the north you may have to dispatch reinforcements to the Maknassy area. Such reinforcements generally mean that an American victory is in the offering, as a strong end-game in the El Guettar and Dj Berda area are necessary for an Axis victory.

Scenario Variant

1. Shorten the game length to 10 days. This represents the first phase of the battle up until the commitment of the 9th. Give the Allies a major handicap.

Interlude

While the American II Corps was making steady progress towards Maknassy, to the east, Montgomery was having his own supply problems on the Mareth line.

Scenario Eight

TEBOURGA GAP (March 26-28, 1943)

By March 1943, the Desert Fox was at last being run to ground. After five months of steady retreat from El Alamein, the Afrika Korps crossed into Tunisia. With the

advance of General Anderson's First Army from Algiers cutting off any further retreat, the time had come to make a stand against Montgomery's Eighth Army. As may be expected, Rommel chose the best position available, an old French fort line at Mareth.

A set piece assault by the 50th Infantry Division failed to pierce the line. Montgomery therefore chose to outflank the position via Tebourga Gap, a pass through the Matama Hills located about 100 kms behind the German front line. A successful assault here meant that the Afrika Korps could be cut off and captured.

It took the Allies several days to get their troops into position. The plan was for the 2nd New Zealand Division to capture the pass, allowing the 2nd Armoured Division to charge through to the coast. The assault commenced in the afternoon of the 26th March 1943 and initially went more or less to plan, the New Zealanders cutting through the weak Axis defence easily except at Point 209 where a battalion of the German 164th Infantry Division held out to the bitter end.

By dawn of the 27th the 2nd Armoured Division was through the gap, but a desperate mobile defence by the 21st Panzer and 164th Infantry Divisions ensured that their progress was not the procession it was meant to be. Further fighting on the 28th saw the attackers advance to Point 212 where the Axis managed to put up a sufficient line to stop further Allied progress. A renewed Allied attack on the 29th punched into empty space - the Germans had left their positions on the Mareth Line and were now out of the trap. The Desert Fox had escaped again.

Scenario Notes

This is a short game; only 10 turns! It commences on the pm turn of 26th March and continues until 28th March, by which time the 2nd Armoured Division had to have captured El Hamma or the plan failed. The scale is 1.6km (1 mile) to the hex.

Allied Player Notes

Your plan is simple; El Hamma or bust! You must attack to the best of your ability and clear the pass quickly to allow 2nd Armoured through. For once you do not have to worry about exhaustion as your men do not have to last long; so attack day and night. The recipe is a quick assault using maximum armour and artillery to blast away the defenders, a furious pursuit by the 2nd Armoured and a bit of luck. And be careful with your infantry, Roger does not like to see his countrymen, the New Zealanders, getting roughed up!

Axis Player Notes

The German role is probably best left to the computer, who does not have anyone to complain to. However, if you do get past the first three turns with your front blown away and your few remaining units desperately trying to hold back a flood of rampaging tanks, take heart; the Allies have a lot of ground to cover and precious

little time to do it in. You must use your units to establish blocking positions along the Allied axis of advance. Remember the key victory condition is possession of El Hamma at the end of the game. All else is secondary.

Scenario Variants

1. The British 2nd Armoured Division arrived the night of the first day of the battle and did not really get into action until the morning of the 27th. Assume it had arrived earlier and set the arrival for all its units to turn 1.
2. The New Zealanders had managed to capture Point 184 in an assault on the previous day (hence the weakened condition of the 21st battalion) which permitted them to form up fairly close to the Axis front line. Assume this feature had not been captured in advance and position all Allied units two hexes closer to the bottom of the map. Those units "pushed off the map" by this device should start on the bottom hexrow arriving on turn 1.

Aftermath

Battered but not yet beaten, the Axis forces struggled back to a defensive perimeter around the port of Tunis. By April 1943, Axis naval convoys were under such pressure that they could not be continued. Only a tenuous link, via air transport, connected German forces to Europe.

Allied training continued apace and in early May, a series of sharp offensives tore the heart from 5th Panzerarmee. On the 11th, the last of Hitler's legions in Africa surrendered. The battle for North Africa was over... the battle for Italy was about to begin.

Irwin Rommel did not return to active duty until 1944 when he was placed in command of the German forces in France which would oppose the impending Allied invasion. He saw little service in this command. After the abortive "July Bomb Plot" against Hitler, his tenuous connection to it was sufficient for him to be classed as a conspirator. He died by his own hand to prevent the persecution of his family.



PART THREE

WARPLAN™

1. INTRODUCTION

The following notes are meant as a guide to **Warplan™**. The information they contain will also provide some insights into how the game works, and should be read at some stage even if you never construct your own scenarios.

Varying an existing scenario is fairly straight-forward and we provide an example of how to do this in Chapter 4. Variations are the easiest way to get the most out of your game. All of the scenarios in the game come with suggested variations which can be easily implemented. However, designing a full scenario will require a reasonable degree of familiarity with the game itself.

All games in the **Battlefront Game System** use what are essentially similar design routines. However there are a number of enhancements to **Rommel**. The issue of compatibility is discussed in Chapter 7.

We publish complete scenarios for the **Battlefront Game System** in our magazine **Run 5**. These contain all the information required to create entire new games using the construction kit. For details on our **Run 5** magazine, please see the inside front cover of this manual.

2. USING THE DESIGN MENUS

The data card contains a schematic display of the design menus. They operate in the same way as the Game menus that you have already used.

In **Rommel** there is no distinction for editing purposes between a scenario and a game in progress. A game can be saved to disk, edited as you see fit and then restarted.

This is a feature to be used with restraint. While you can change sides with the computer, for instance, it will generally take until the end of the next game turn for the computer to readjust.

3. PREPARING A DISK

Whether making a variation to an historical scenario or creating an original scenario, the procedure for preparing a save game disk is essentially the same. Examine the Start and Design menus.

If you have not formatted a **Rommel** save game disk, prepare one using the procedure given in Chapter 3 of the Game Routines.

When making a change to an historical scenario, select the <CREATE> line from Menu A and type (RET) to obtain Menu B.

If the template which is providing the source for the variation is on a scenario disk, select the <SCENARIO> line and type (RET). Select the chosen scenario from Menu C. The computer will automatically process you through to Menu J (Create Master).

If the template which is providing the source for the variation is on a save game disk, select the <DISK> line and type (RET). Load the chosen file from Menu D. The computer will automatically process you through to Menu J (Create Master).

Use **Warplan**™ and **Warpaint**™ to make whatever changes you wish to the data and then come back to Menu J.

Select the <DISK> line to go to Menu D. Select the <SAVE> line. Locate the desired save location in the catalog with the arrow keys and then type (RET). You will be offered an opportunity to enter a comment. Use it if you wish, otherwise select the <SAVE GAME> line and type (RET).

When you wish to create an original scenario, repeat the above procedure but before entering data use the <CLEAR> line in Menu J to erase the data bases.

4. VARYING A SCENARIO

Varying a scenario is a way of exploring historical options. It is much easier than creating a new scenario from scratch and is a good way to become familiar with the design mechanics.

As an example we can undertake a task both useful and instructive, assuming the German forces had taken a more active role by providing the 100th Mountain Regiment to assist the Vichy forces in the Syrian Campaign.

Use the instructions from Chapter 3 to set up a copy of the Syria scenario to work on. Select <WARPLAN> from Menu J to obtain Menu 4. From Menu 4 select <UNIT DATA> then <TROOPS>.

Select Axis <DIV 2> and then <RGT 4>. Regiment 4 is currently blank. Select <HQ> and then <EDIT>. We will now create the regimental HQ. The cursor should be flashing in the box labeled HQ ID at the top left of the screen.

Type (100 MTN) (RET) (REGIMENT) (RET) (5) (RET) (7) (RET) (6) (RET) (0) (RET). The cursor should be back in the HQ ID box. Type (ESC/f1) twice and select <BN 1> then <EDIT>. Type (1st) (RET) (28) (RET) (6) (RET) (0) (RET) (0) (RET) (11) (RET) (5) (RET) (8) (RET) (8) (RET) (6) (RET) (0) (RET) (12) (RET) (7) (RET) (6) (RET). The cursor should be back in the ID box. If you make a mistake, use the (RET) key to cycle through the parameters and make the appropriate changes.

There is one more infantry battalion and a heavy weapons battalion to enter but we can make short work of these using the <STORE> and <RECALL> feature. Type (ESC/f1) to return to the edit menu and select <STORE>. This makes a special copy of the battalion. Type (ESC/f1) again and select <BN 2> and then <RECALL>. A copy of <BN 1> has been entered. Select <EDIT> and change the ID to (2nd) and arrival to (14). Similarly use <RECALL> in <BN 3> and change its ID to (3rd) its equipment to (12) and its arrival to (16).

That's all you have to do. Type (ESC/f1) three times to return to Menu 12. The 100 MTN Regiment which we have created is located in the 4th regiment slot. Type (ESC/f1) until you return to Menu J (Master Create). Save all your changes to disk using the <DISK> option.

5. THE WARPLAN DESIGN MENUS

This section describes the various menus in **Warplan**™ together with explanations of their functions. The order in which they are presented represents a convenient sequence for the creation of a new scenario.

5.1 MAP DATA

5.11 Map Size (Menu 8)

The map size in **Rommel** is variable. Each map element is 13 hexes wide by 7 hexes deep. There may be up to three elements across and four down. Thus, the maximum size of a battlefield is 39 by 28 hexes. At a suggested ground scale of 1 kilometre per hex, this represents an area of a little over 1,000 square kilometres.

In creating a scenario, map size **must** be set before anything else. Select the smallest map size that can comfortably support the action you wish to represent. Apart from being less work, smaller maps will mean faster games.

5.12 Define Terrain (Menu 7)

There are sixteen terrain shapes in *Rommel*. The shapes are completely editable in *Warpaint*™. The names and the effects on both combat and movement for any terrain shape can be defined for each terrain type. It is possible to represent the ground conditions of any battlefield by judicious use of names and combat/movement effects. Use the (RET) key to advance the cursor through the screen.

Examine any (or all) of the game scenarios and the blank design form in Appendix A. For each terrain shape you wish to use, enter a 1-10 letter name.

Every battalion in the game is assigned a movement allowance in the Troop Creation routines. The movement section of this display is used to determine how many movement points each type of terrain will cost when that battalion enters a hex of that type.

Mechanized battalions are those primarily moved by tracked or wheeled vehicles. Non-mechanized battalions primarily move on foot. Enter a number between 0 and 31. Note that 0 signifies the hex is impassable to that type of battalion and will appear on the screen as a dotted line. The terrain symbol on the top of the screen corresponds to the line currently being edited by the cursor.

Terrain affects combat by reducing the effectiveness with which an enemy battalion will attack a particular hex type. Since armoured, artillery and infantry units play a different role in combat, there is a separate effect for each type. Enter a value between 0 and 7. A value of 7 means that the terrain has no adverse effect on combat. A value of 0 means an incredibly tough position to assault.

5.13 Define Misc Factors (Menu 6)

There are 3 components to this screen. Examine any (or all) of the game scenarios and the blank design form in Appendix A.

1. Roads, Forts and Cities must have their movement and combat effects defined in the same way as terrain types. Note that forts and cities cannot affect movement and roads cannot affect combat. Mechanized units cannot cross rivers except at bridges. Notice how Forts, as defined, can severely reduce the combat effectiveness of all three troop types.

2. Every hex on the map is controlled either by the Axis or Allied player. This is set when the scenario is created. Control then changes when a battalion enters an enemy controlled hex. This change is automatic except for enemy forts and minefields. They take a variable amount of time to demolish/clear and until rendered ineffective they will function as normal for their original owners.

In essence, you do not really control a fort or minefield hex until you have cleared that hex. Hexes occupied but uncleared at the end of the game are automatically cleared and will earn victory points. Progress is always slower when moving in enemy territory. Just how much slower is determined by the values entered for

adjacent enemy controlled hexes. The parameters from (1) to (6) are the number of surrounding hexes which are enemy controlled. The values underneath each parameter which may range from 0 to 15 specify the movement point penalty, for entering a hex surrounded by any particular number of enemy hexes. Note that the penalty is specified for each side. Thus the AXIS line specifies the penalties for Axis units in Allied controlled hexes and vice versa.

3. The size of a battalion is measured in strength points as described in the Troop Creation routines. Each player receives victory points for destroying enemy battalion strength points. A value between 0 and 15 must be entered for both the mech and non-mech categories. The AXIS line reflects the number of VPs earned by the Allies for killing Axis strength points in each category.

5.14 Map Create Utility (Menu 9)

It's probably a good idea to make a draft version of your battlefield before completing the rest of the map data. However, we strongly advise you not to edit the map screen until all the information in Menus 6-8 has been compiled and entered into the program.

A 13 hex by 7 hex section of the map will appear with a white flashing cursor. In the bottom left of the screen you will find the hex co-ordinate of the cursor's current location. The middle section contains the terrain name and the icons applicable to the current hex, as they appear in the map walk routines. If the hex has been defined as an objective the name appears at the bottom of this section. There is a schematic display of the map in the lower right which indicates the map size and the current location of the cursor in relation to the full map.

There are 16 terrain types which can be entered. River and bridge hex-sides can be entered. Roads, cities, forts and minefields can be added to a hex in any combination. Every hex must be identified as Axis or Allied controlled.

The I,J,K,M and 1-6 keys will move the cursor around the chosen battlefield. 0 will centre the screen on the cursor.

To create a terrain type in a hex, type (T)(n) where n = a number between 0 and 15. Please see the blank terrain effects chart in Appendix A. Note that the second terrain type (the clear icon) requires you to type (T) (1) (RET). This is to distinguish it from terrain types T10-T15.

To add a road, city, fort or minefield to the hex, type (R), (C), (F) or (X) while the cursor is over the hex. Type the same letter to remove the feature.

To create a river hex-side, you must type three keys. The first is (S). This identifies a hex-side. The second is a number between 1 and 3. This identifies north, north-eastern and south-eastern hex-sides respectively. Note that the south hex-side of one hex is the north hex-side of the hex directly below it. In this way, all 6 hex-sides can be edited. The third is a number between 1 and 2. (1) identifies a river. (2) identifies a bridge. Type (S0) to clear all hex-sides from a particular hex.

To set control of a hex to Axis or Allied, type (RET) to bring up the map menu and select <SET SIDES>. Select <AXIS> or <ALLIED> as appropriate. All hexes, except T0s, will have their terrain icon replaced by the Axis or Allied control icon. As the cursor moves, it will leave a trail of the appropriate control icons behind it. To change control, type (RET) to bring up the map menu and select <RESET ALL>. You are back at square one and can repeat the procedure using the other control icon. When editing hex control from scratch, the default value is Axis.

For convenience, you can set the cursor to automatically produce a terrain shape. With the cursor flashing on the chosen terrain, type (RET). This brings up the map menu in the bottom right of the screen. Selecting <SET SHAPE> from this menu will lock the current terrain shape to the cursor. You may now move the cursor and the selected shape will be created wherever the cursor is moved. Type (RET) again to go back to the menu and select <RESET ALL> to turn off the shape.

We suggest you keep the map size as small as possible for your first original scenario.

All maps are compromises between the actuality of the terrain and its representation. Do not feel afraid to be creative with terrain to make the map work properly within the game system.

5.2 UNIT DATA

5.21 Troop Creation (Menu 14)

Examine the blank division roster in Appendix A. One of these should be prepared for each division in the game. Do not attempt to edit the screen until these rosters have been completed.

Armed with your completed roster and using the information in Chapter 4 (Varying a Scenario), you can create the units in the division.

The following notes will explain the factors which must be valued or rated. A design perspective is attempted in the Design Overview at the end of this section.

Headquarters

HQ I.D. Enter a 1-8 character name to identify the division or regiment.

UNIT TYPE. Enter a 1-8 character name to describe the type of division or regiment.

HQ ADMIN. Enter a value between 0 and 7. Admin affects the efficiency of every function the HQ carries out. The higher the value, the better. Divisional HQ admin never varies in the course of a game. Regimental HQ admin rises and falls in response to the current situation.

LEADERSHIP. Enter a value between 0 and 7. Leadership is always important in battle. The higher the value, the better. Neither divisional HQ leadership nor regimental HQ leadership will change in the course of a game. Both are important to the effectiveness of a formation.

HQ SUPPLY. Enter a value between 0 and 7. Divisional HQ supply is fixed in each scenario and represents the overall supply status of the formation. Regimental HQ supply usage is dependent upon combat while resupply is dependent upon the divisional supply value.

The more fighting, especially assaulting or exploiting that a unit does the greater the supply consumption. An adequate regimental HQ supply level is vital for effective combat. Values between 4 and 7 are satisfactory for all purposes, values of 2 or 3 will result in certain penalties in combat while values of 0 and 1 are disastrous. Thus a unit with very low divisional supply will be severely restricted in the amount of effective combat it can undertake.

BRITTLE. Enter a value of 1 if the HQ is brittle. Brittleness is a factor for divisional and/or regimental HQs. A unit suffers the effects of brittleness only if the regiment or division is designated as brittle and its casualty figure reaches the brittleness level set in the scenario briefing. Once this happens then the divisional or regimental HQs supply and admin values are set to zero and attached battalions suffer attrition each turn. For divisional HQs the affected battalions are the divisional assets, while for regimental HQs they are the regular battalions of that regiment.

HQ MOVEMENT. Enter a value between 0 and 31. Regular divisions with the usual provision of wheeled or horse-drawn vehicles should be given a movement allowance at least equal to the mech. min. value, even if they are basically leg infantry divisions. Only those divisions such as airborne and marine which arrive by an air or amphibious route should have a movement allowance lower than the mech. min. Resupply by XX HQs with a movement allowance lower than the mech. min. will not be as good as their conventional brethren in most circumstances. Resupply across rivers is less restricted for XX HQs with a movement allowance lower than the mech. min. If a unit was tied to a single supply source (such as Airborne divisions and their drop zones), consideration should be given to using a zero movement point HQ to reflect this.

ARRIVAL (XX HQ ONLY). Enter a number between 0 and 99. This is the turn that the divisional HQ will arrive on the map. An arrival number of 0 means the HQ begins the game deployed on the map. Units without a divisional HQ will have no line of supply. Delaying the arrival of a HQ beyond that of its battalions is a very useful way of restricting the operations of units until an appropriate time.

LOCATION (XX HQ ONLY). Enter the x,y map co-ordinates of the HQs start or arrival hex.

Battalions

UNIT I.D. Enter a 1-3 character name to identify the battalion.

LOCATION. Enter the x,y map co-ordinates of the battalion's start or arrival hex. Note that amphibious reinforcements must be given an ocean hex adjacent to the intended beach-head. Do not place two battalions in the same hex.

CLASS. Enter a number between 0 and 13. These 14 numbers correspond to the fourteen different types of battalions you may create. The types are. 0 = leg infantry, 1 = motorized infantry, 2 = mechanized infantry, 3 = paratroopers (airborne infantry), 4 = heavy weapons or mortars, 5 = cavalry, 6 = reconnaissance, 7 = engineer, 8 = anti-air, 9 = anti-tank, 10 = tank destroyer, 11 = armour, 12 = assault gun, 13 = artillery.

Numbers 0-1,3-9 are INFantry types, 2,10-12 are ARMour types and 13 is an ARTillery type. These are the three types of units defined by the combat routines.

MODE. Enter a number between 0 and 3. This number determines the mode of entry of a battalion. 0 = normal; the battalion begins on the board or arrives as a reinforcement in the normal fashion. 1 = airborne; the battalion begins the game just landed by air drop or arrives as a reinforcement by air drop. 2 = air landing; the battalion begins the game just landed by air transport or arrives as a reinforcement by air transport. 3 = amphibious; the battalion begins the game at sea adjacent to a beach-head or arrives as a reinforcement in an ocean hex.

Units in normal mode will start or arrive on their designated entry hex. If it is blocked by another unit, they will not arrive until the hex is vacated. Units in parachute mode will arrive on any hex within 1 hex of their designated entry hex. If there is no vacant hex inside this radius, they are destroyed. Units in air landing mode will start or arrive on their designated entry hex. If it is blocked by another unit, they will not arrive until the hex is vacated. Units in amphibious mode will arrive on any coastal hex within 2 hexes of their designated entry hex. If there is no vacant hex inside this radius, they will wait offshore until there is one.

EQUIPMENT. In Menu 15 you are asked to describe, with a 1-8 character name, the types of equipment/troops used by your corps. This facility makes the identification of friendly units much easier. The name itself is not used by the program; it is simply a mechanism to increase the recognition level of a battalion. There is space to list 31 items of equipment and/or troop types. Number 0 is always blank. Enter the number corresponding to the appropriate equipment.

Once you've had some experience with these routines, we recommend you prepare Menu 15 before Menu 14.

MOVEMENT. Enter a number between 0 and 31. This is the number of movement points the battalion will have available for each turn. Note that you must co-ordinate this number with the mechanized minimum value from Menu 19 (Scenario Details). All battalions with a movement allowance greater than or equal to the chosen mechanized minimum value will be treated as mechanized units; all others will be treated as non-mechanized.

ARRIVAL. Enter a number between 0 and 99. This is the turn that the battalion will arrive on the map. An arrival number of 0 means the battalion begins the game deployed on the map.

MAXIMUM STRENGTH. Enter a number between 1 and 15. This is the maximum

strength of the unit. For infantry and armour types, a full strength company is equal to 3 strength points (SPs). A depleted company is worth 2 SPs and a remnant company worth 1 SP. Look to make a typical battalion at full strength between 9 and 12 SPs, and adjust all other units relative to this benchmark. For artillery types, 3 tubes is equal to 1 SP.

CURRENT STRENGTH. This must be less than or equal to the initial strength. For various reasons it is often desirable to start a unit understrength. This allows you to do just that. The normal game processes for replacements will tend to bring a unit's strength back to its maximum strength.

RATING. Enter a number between 0 and 15. This number is a subjective evaluation of the quality of the equipment and organization of the battalion. For example, the rating of a tiger tank battalion would be 12-15 depending on the scenario while a Matilda tank would be lucky to rate 1 in any circumstances.

Infantry, armour and artillery type battalions should be rated on separate scales. The combat mechanics take care of the inter-relationships. If you don't like the ratings of your favourite hardware or unit, change them.

RANGE. All direct attack types of infantry battalions should have a range of 0. All supporting types of infantry battalions should have a range of 1. All armour type battalions (except mechanized infantry) should have a range of 1. All artillery type battalions should have a range equal to the effective distance at which they could engage the enemy. The maximum range is 15.

FATIGUE. Enter a number between 0 and 7. 0 = totally exhausted, 7 = bright-eyed and bushy-tailed.

EXPERIENCE. Enter a number between 0 and 7. 0 = green and pretty well useless, 7 = elite troops of the highest quality. The average regular battalion should have an experience between 3 and 5.

ATTACHMENT (XX ASSETS ONLY). Enter a number between 0 and 4. This number will identify which regiment of the division has currently been assigned the particular asset battalion. A number of 0 indicates that the asset is in reserve.

Note that all asset battalions which are intended as reinforcements should be assigned to a regiment when created and *not* placed in reserve. This will stop them from clogging up a reinforcement hex while they get their bearings.

A Design Overview

Units

The process of creating a scenario should be regarded as an art rather than a science. While some armies came close to fighting with a homogeneous organization, a lot didn't. The circumstances of war usually bear little relation to paper organizations. Do not be afraid to combine units and manipulate strengths and ratings to get the desired affect. A scenario is much more than the sum of its parts.

Combat

The various battalion types, as defined by the CLASS entry under Battalions, have different effects in the combat routines. Choice of the CLASS for a unit should bear these in mind. The types are listed below.

0 = leg infantry, 1 = motorized infantry, 2 = mechanized infantry, 3 = paratroopers (airborne infantry), 4 = heavy weapons or mortars, 5 = cavalry, 6 = reconnaissance, 7 = engineer, 8 = anti-air, 9 = anti-tank, 10 = tank destroyer, 11 = armour, 12 = assault gun, 13 = artillery.

Numbers 0-1,3-9 are INFantry types, 2,10-12 are ARMour types and 13 is an ARTillery type.

Any combat having both the INF types 0-3,5-7 and ARM types 11-12 gains a combined arms bonus. When defending, there is an additional bonus for the presence of an anti-tank type unit (8-10).

Any unit with a range greater than zero gains a bonus when used in conjunction with a 0 range unit. For example, a US infantry regiment usually mustered three infantry battalions and an artillery battalion. The heavy weapons and mortars were in separate companies organic to the infantry battalions. To represent the supporting fire of these companies, enter a range value of 1 for one of the infantry battalions. This will ensure that the combined arms bonus is realized. Note that the artillery bonus is in addition to the above.

The presence of ART or OBS also confers a bonus, irrespective of the actual effectiveness of those points. ART and OBS points work with full effectiveness only in <ASSAULT> or <EXPLOIT>. All other orders are only 50% effective.

Engineer units ignore terrain when they attack, and are hence extremely useful for attacking forts.

Supply

Supply consumption is dependent on the level of fighting a unit engages in. Normal resupply depends on regimental and divisional admin and divisional supply. There must also be a Line of Supply (LOS) between the regimental and divisional HQs and the Div HQ must not be adjacent to any enemy unit. If there is no LOS then resupply can still occur but at much reduced levels.

5.22 Equipment Roster (Menu 15)

The use of this menu has already been explained in the previous section.

5.23 Axis/Allied Objectives (Menu 16)

Axis and Allied objectives are created in the same way. Examine the blank objective chart in Appendix A. Each side may have a maximum of 12 objectives. The <FORWARD> and <BACK> lines in the menu window are used to bring up the next

objective. The <EDIT> line is used to enter the objective and set its parameters. The <MAP> line is an alternative method of positioning the objective on the map.

Each objective must be given a 1-11 character name and an x,y map location.

An objective may have a division, numbered 1 to 3, assigned to it. If a side is computer controlled, the computer will attempt to take an objective with a regiment from the nominated division. This regiment will be assigned divisional assets and will head for the objective at every opportunity. If a number of objectives are given to one division it will attempt the closest and work its way through the others as they arise. In this way a line of advance may be specified for a division.

This control is only valid for the turns that an objective is earning points. If an objective is assigned which starts in friendly territory, i.e. is already owned, then it is ignored and the division will seek enemy controlled divisional objectives or follow the normal rules. However, if such an objective is taken by the enemy, then the computer will make a concerted effort to recapture it.

The ability to control troops conferred by the divisional objective is very useful. Scenario creators now have a lot more power at their disposal.

Victory points can be awarded for the possession of an objective on a turn by turn basis throughout the game and/or at the end of the game. When awarding points throughout the game, you must select the turn that point scoring will begin and the turn on which it will end.

If you wish to create an objective simply as a signpost for the direction of your troops, then don't assign any VPs for its possession. The Objective or Enemy II commands are the only way to move men freely around the map. If you want troops to be able to go somewhere, put in an objective.

5.3 BRIEFING

5.31 Corps Details (Menu 18)

Examine the blank briefing form in Appendix A as well as any of the scenarios.

For each nationality you must enter a 1-16 character name for the Side, the Corps and the Commander.

Support points are assigned in two categories; those available in daylight turns and those available at night. Each point of air support is equivalent to 1 SP of artillery. Reliability measures how likely the support points are to be available for use each turn. 0 = unlikely, 3 = almost certain. Rating is a measure of the effectiveness of the support. Sixteen inch naval shells deserve the highest rating, 25lb WWI surplus bombs the lowest.

Air superiority is measured on a scale of 0-7. 0 = strong Axis, 7 = strong Allied. Reliability measures how likely this air superiority is to remain throughout the scenario. A reliability of 0 means the air superiority condition could fluctuate

frequently throughout the scenario. A reliability of 7 means there is little chance of any change to the air superiority condition.

5.32 Scenario Details (Menu 19)

The blank briefing form in Appendix A illustrates this routine.

Enter a 1-16 character name for the scenario. There are up to three 26 character lines you can use for a sub-title to the scenario.

Enter the turn, day, month, year and century that the scenario begins.

Enter the number of days the scenario will last. The maximum is 25. Every game ends on a pm turn.

Enter the initial weather. 0 = precipitation (rain or snow as appropriate), 1 = heavy overcast, 2 = light overcast, 3 = clear. Note that this is atmospheric weather only. To reflect the effect of mud or snow on ground movement, you must make appropriate provision in the terrain effects routine.

Enter the current weather forecast. 0, 1 = stormy, 2, 3 = building, 4, 5 = stable, 6, 7 = clearing.

Enter the climate. This sets the basic parameters on which the weather forecast will operate to produce the weather. The default type 0 is European, identical to the **Battlefront** system. The other climates are Arid, (suitable for desert battles), Monsoon, Tropical, Arctic (clear only 25% of the time, cloudy or precipitation the rest) and Temperate (perfect weather, just like Sydney).

Enter the Mech Min. All battalions with a movement allowance greater than or equal to this number pay mechanized terrain costs. All others use the non-mechanized values.

Enter the separate casualty levels at which units of each side become brittle (if so designated). These are percentage casualties in increments of 10%.

Enter for each side whether it is night capable. Night capable units conduct minor combat at night and always receive their allocated OBS points..

6. WARPAINT™

Warpaint is entirely new to wargame construction. Even we are amazed at just how useful it is. Every useful icon in the game can be edited, including all unit and terrain icons.

6.1 WARPAINT™ (Menu 20)

The <GRAPHICS> line gives access to the icon editor. The <STORE> and <RECALL> lines are used to install or extract a graphics set from any **Battlefront Game System** save game or scenario disk.

For example. Suppose that you liked the Cauldron graphics so much that you wanted to use them in the Battleaxe scenario from Issue 7 of **Run 5**.

To transfer the graphics you would execute the following steps. Load the Cauldron scenario, and use the <RECALL> line to load the graphics. Remove the Cauldron disk and insert the Battleaxe disk. Load the Battleaxe scenario and use <STORE>. The graphics that were in Cauldron are now in Battleaxe. Save the Battleaxe game and the change is permanent.

6.1 GRAPHICS (Menu 21)

The screen shows a large boxed section on the left. This shows a pixel by pixel representation of an icon. Below it the icon is shown in white and the allowable colors as it would look upon the screen. The icon number is shown above the menu box. The current selected color is shown below the menu box. Selecting the <EDIT> line shows a flashing cursor in the top left of the icon box. The box is fourteen elements across by 16 elements down. The presence of a pixel is shown by a white square and its absence by a white dash.

The I, J, K, and M keys or the arrow keys are used to move the cursor around the icon box. At any location the (RET) key creates a pixel if none is present and removes it if one is. As you make changes in the large icon box these are reflected in the small icons at the bottom of the screen.

The rules for manipulating the screen icons are a trifle complicated and may vary from computer to computer. They are explained in detail below.

After using the edit function type (ESC) to leave. You will be asked to <SAVE> or <IGNORE> your changes and must make this choice before returning to Menu 21. Choosing <SAVE> incorporates any changes you have made while <IGNORE> returns the icon to its previous shape.

The <COLOR> option allows you to change the selected color of the icon. The <STORE> and <RECALL> options allow you transfer an icon between different icon numbers, allowing easy variations. The <CLEAR> option blanks the screen .

TECHNICAL NOTES

Apple Users

Welcome to the wonderful world of color mixing. There are a number of restrictions in the Apple graphics as some random experimentation will make obvious. Vertical white lines must be at least two pixels wide, otherwise they turn out either orange or blue. Depending on which column they are in, vertical lines one pixel wide can appear in two colors and are invisible in the other two. Essentially, any shape that looks good in both white and a color must be multiples of two pixels across, unless you like the weird color mixing you get by defying this rule. Some icons are designed to be used only in white and so can ignore the weird color effects.

Since the color of a dot can change depending on exactly where on the screen it happens to be located, designing non white icons also demands care.

Continuing icons to the edges can cause color mixing problems, especially at the corners.

Commodore Users

The Commodore does not have the restrictions of the Apple with regard to pixel combinations. However the Commodore does have some color mixing problems of its own, especially at the top and bottom of hexes.

There are blank layout sheets for graphic design for both the Apple II family and the C64/128 in Appendix A. Make photocopies of them or draw up something similar; they are an essential aid to graphic design.

Icon Functions

All icons have a particular function. In the case of the terrain icons (numbers 0 to 15) the functions and the name are defined in the terrain menu. All other icons serve a particular purpose which does not change. If you edit an infantry battalion icon to look like a tank, the system still treats it as an infantry battalion. A list of icon functions is found in Appendix A.

7. EDITOR'S NOTES

Compatibility

Even with all the enhancements to *Rommel*, everything remains compatible. You can still use any scenario with any master disk and the system will work everything out for itself. If running an older scenario under a newer game system, the game system simply ignores the absence of the extra data and in essence behaves like the original game master. If running a newer scenario under an older game system, the game will ignore the extra scenario information.

While you can run new scenarios under old game systems, clearly the best course of action is to upgrade the original scenarios so as to take advantage of the enhancements. Below is a list of all the changes that have been made in *Battles in Normandy*, *Halls of Montezuma* and *Rommel*.

Battles in Normandy

Variable movement points for divisional HQs.

Different climate types.

Variable scenario start turn.

Landing craft attrition rule.

Decreased artillery effectiveness for all except major attacks.
Improved regimental cohesiveness.

Halls of Montezuma and Rommel

Brittleness

Night capable units.

Maximum unit strength as well as current strength.

Increased scenario length (99 turns, 25 days max).

Divisional assets will not normally trigger combat states.

New minefield and fort rules.

Separate Enemy Controlled Hex movement penalty per side.

Divisional Objectives.

Warpaint™ graphics editor with ability to change old scenarios.



APPENDIX A

BRIEFING

AXIS		ALLIED	
SIDE [16]	SIDE [16]		
CORPS [16]	CORPS [16]		
COMMANDER [16]	COMMANDER [16]		
<div style="display: flex; justify-content: space-around;"> DAY NIGHT </div>	<div style="display: flex; justify-content: space-around;"> DAY NIGHT </div>		
SUPPORT			
QUANTITY (0-99)			
RELIABILITY (0-3)			
RATING (0-15)			
AIR SUPERIORITY (0-7)			
STATUS = <input type="checkbox"/>			
RELIABILITY = <input type="checkbox"/>			

SCENARIO [16]	
BRIEFING [26]	
(0-3) START = <input type="checkbox"/> (1-31) DATE = <input type="checkbox"/> (1-12) MONTH = <input type="checkbox"/> (0-63) YEAR = <input type="checkbox"/> (0-20) CENTURY = <input type="checkbox"/> (1-16) LENGTH = <input type="checkbox"/> (0-3) WEATHER = <input type="checkbox"/> (0-7) FORECAST = <input type="checkbox"/> (0-7) CLIMATE = <input type="checkbox"/> (0-31) MECH MIN = <input type="checkbox"/>	<div style="border: 1px solid black; height: 30px; width: 100%; margin-bottom: 10px;"></div> <div style="border: 1px solid black; height: 30px; width: 100%;"></div>
BRITTLINESS (0-9) AXIS = <input type="checkbox"/> % (0-9) ALLIED = <input type="checkbox"/> %	NIGHT CAPABLE (0-1) AXIS = <input type="checkbox"/> (0-1) ALLIED = <input type="checkbox"/>

TERRAIN EFFECTS CHART

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0						
T1(RET)						
T2						
T3						
T4						
T5						
T6						
T7						
T8						
T9						
T10						
T11						
T12						
T13						
T14						
T15						
-	ROAD					
-	FORT					
-	CITY					
-	BRIDGE					
-	RIVER					

DIVISION ROSTER

SCENARIO		Nationality		1st Ind	II	II	3rd Ind
<input type="text"/>		<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
XX	Division	2nd Ind	II	II	4th Ind		
HQ	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
III	1st Regt	III	2nd Regt	III	3rd Regt	III	4th Regt
HQ	<input type="text"/>	HQ	<input type="text"/>	HQ	<input type="text"/>	HQ	<input type="text"/>
II	1st Bn	II	1st Bn	II	1st Bn	II	1st Bn
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
II	2nd Bn	II	2nd Bn	II	2nd Bn	II	2nd Bn
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
II	3rd Bn	II	3rd Bn	II	3rd Bn	II	3rd Bn
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
II	4th Bn	II	4th Bn	II	4th Bn	II	4th Bn
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

HEADQUARTERS DATA

FORMATION	XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]				
UNIT TYPE	[8]				
HQ ADMIN	0-7				
LEADERSHIP	0-7				
HQ SUPPLY	0-7				
BRITTLE	0-1				
MOVEMENT	0-31	N/A	N/A	N/A	N/A
ARRIVAL	0-99	N/A	N/A	N/A	N/A
LOCATION	(x,y)	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]																				
LOCATION	(x,y)																				
CLASS	0-13																				
MODE	0-3																				
EQUIPM'T	0-31																				
MOVEMENT	0-31																				
ARRIVAL	0-99																				
MAX STREN.	0-15																				
CUR. STREN.	0-15																				
RATING	0-15																				
RANGE	0-15																				
FATIGUE	0-7																				
EXPERIENCE	0-7																				
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A				

APPENDIX A

OBJECTIVES AND MISC. FACTORS

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Start (0-63)	End (0-63)	Points per Turn (0-30)	Points at End (0-255)
1(AX)							
2(AX)							
3(AX)							
4(AX)							
5(AX)							
6(AX)							
7(AX)							
8(AX)							
9(AX)							
10(AX)							
11(AX)							
12(AX)							
1(AL)							
2(AL)							
3(AL)							
4(AL)							
5(AL)							
6(AL)							
7(AL)							
8(AL)							
9(AL)							
10(AL)							
11(AL)							
12(AL)							

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

1st HEX = 4th HEX =
 2nd HEX = 5th HEX =
 3rd HEX = 6th HEX =

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	MECH	NON MECH
AXIS	<input type="text"/>	<input type="text"/>
ALLIED	<input type="text"/>	<input type="text"/>

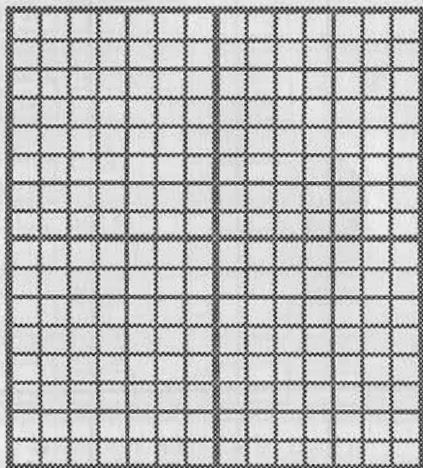
MAP SIZE

ACROSS
(0-2)
 DOWN
(0-3)

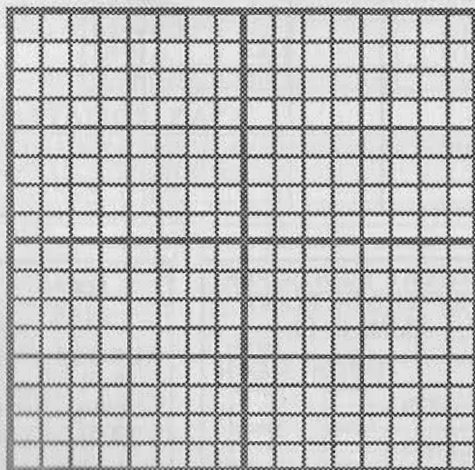
APPENDIX A

WARPAINT BLANKS

APPLE II FAMILY



COMMODORE 64/128



ICON INDEX

Number Function

- | | |
|-------|-------------------|
| 0-15 | Terrain Shapes |
| 16 | City |
| 17 | Axis Terrain |
| 18 | Allied Terrain |
| 19 | Combat Marker |
| 20 | Axis Boat |
| 21 | Allied Boat |
| 22 | Axis Airborne |
| 23 | Allied Airborne |
| 24 | Axis Div HQ |
| 25 | Allied Div HQ |
| 26 | Axis Mine |
| 27 | Allied Mine |
| 28 | Axis Flee |
| 29 | Allied Flee |
| 30 | Axis Plane |
| 31 | Allied Plane |
| 32-46 | Specific Bn Icons |
| 47 | Axis Infantry |
| 48 | Axis Armour |
| 49 | Axis Artillery |
| 50 | Axis HQ |
| 51 | Allied Infantry |
| 52 | Allied Armour |
| 53 | Allied Artillery |
| 54 | Allied HQ |
| 55 | Move Icon |



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